

SONY'S NEW ADD-ON UNVEILED! • PREMIER MANAGER 98 • POY POY

PLAYSTATION PRO ISSUE 19 APRIL 1998

RESIDENT EVIL 2

THEME HOSPITAL

GRAN TURISMO

MASTERS OF THE TERAS KASI

PLAYSTATION

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PRO



DEAD DEAD GOOD!

100

HEART-STOPPING NEW
GORE SHOTS INSIDE!

EXCLUSIVE!

RESIDENT EVIL 2

FIRST UK REVIEW



PLUS:

NINJA

MOTORHEAD

GRAN TURISMO

MASTERS OF THE TERAS KASI

ISSUE 19 APRIL 1998 £2.95



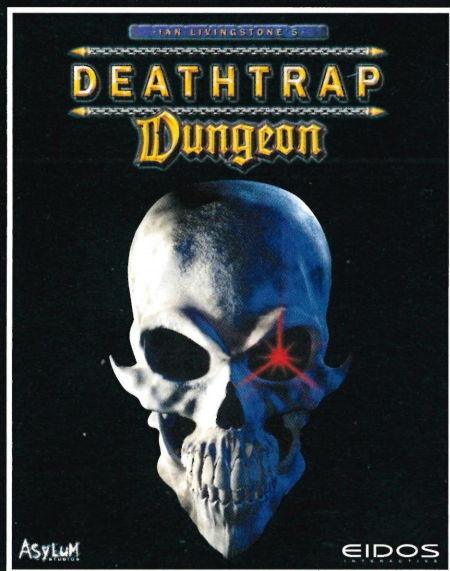
"There are 55 Brutes Dungeon and I'm g give each and every one of them a right good seeing to!"

55 of the foulest species await you in Deathtrap Dungeon. Assume the role of Red Lotus or Chaindog then wade through gore in 20 enormous levels, overcome fiendish traps and avoid the bloody-death that lurks around every turn. You don't go empty handed; 33 weapons, spells and charms are there to find and use, you're going to need them all to get out alive!

I suppose we better not mention the T-Rex...

Multiplayer blood-fest included (PC Version)

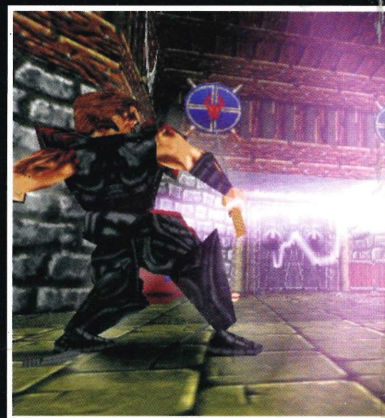
SPECIAL LIMITED EDITION AVAILABLE AT LAUNCH! (PC Version)



Asylum
STUDIOS



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in this
going to



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PC



PC



PLAYSTATION

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We reveal the news that Sony are launching a PlayStation add-on that fits in the Memory Card slot. What could it be? Find out inside. We also bring you the low down on all the latest games, news and opinions

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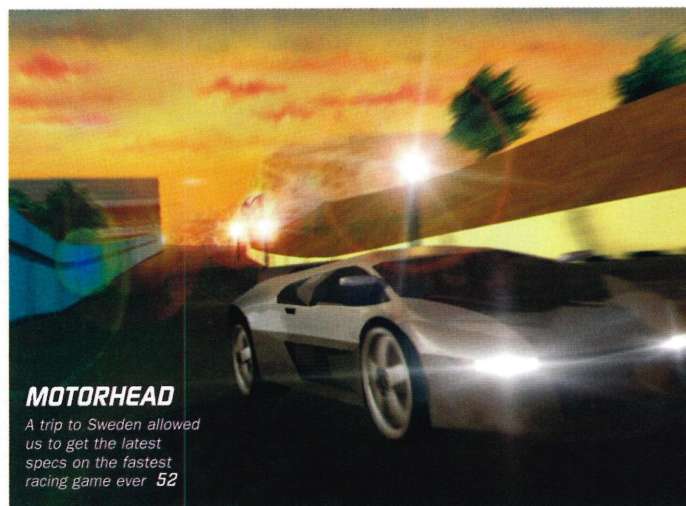
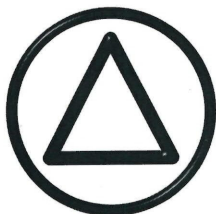
Find out what our readers think about the state of the PlayStation at the moment. Jay deals with your letters in his usual aloof manner!

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Don't even think about buying a game before you've checked its worth in our comprehensive buyer's guide listings. Every single PSX title ever released is reviewed and rated in our special section, plus we even give you our hot list of recommendations too, in order to enhance your game collection to the max. Trust us, we're all doctors!

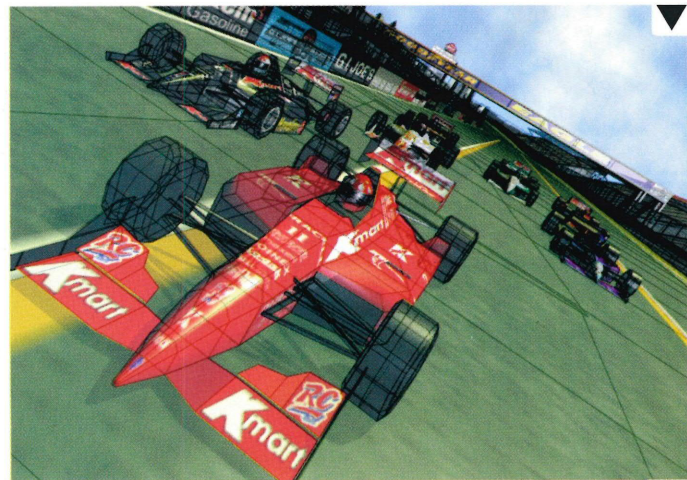


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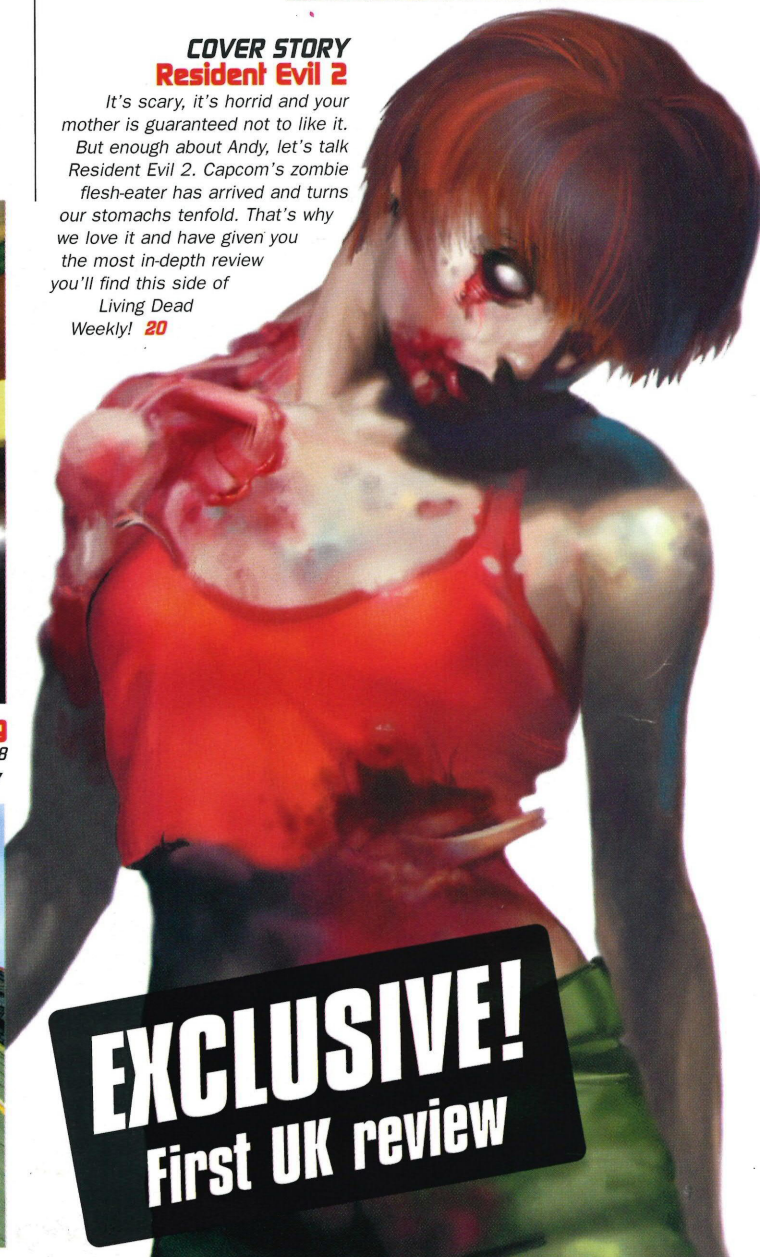
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COVER STORY Resident Evil 2

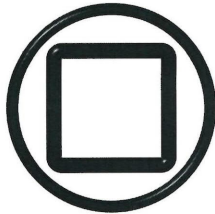
It's scary, it's horrid and your mother is guaranteed not to like it. But enough about Andy, let's talk Resident Evil 2. Capcom's zombie flesh-eater has arrived and turns our stomachs tenfold. That's why we love it and have given you the most in-depth review you'll find this side of Living Dead Weekly! 20



EXCLUSIVE!
First UK review

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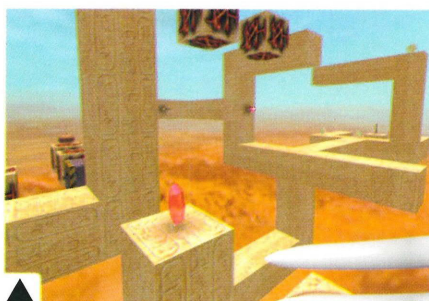
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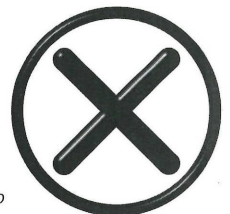
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REVIEWED Jet Rider 2

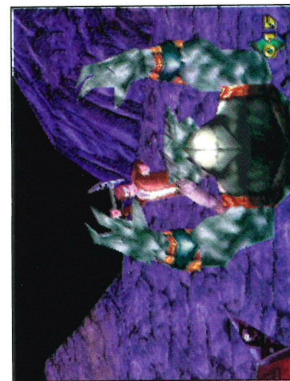
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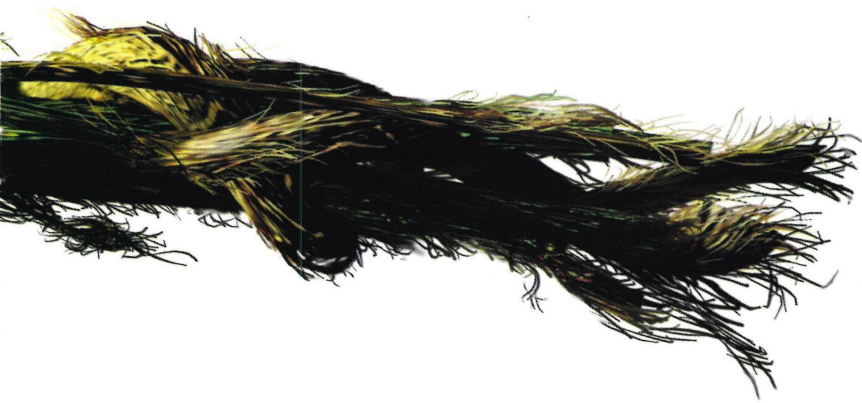
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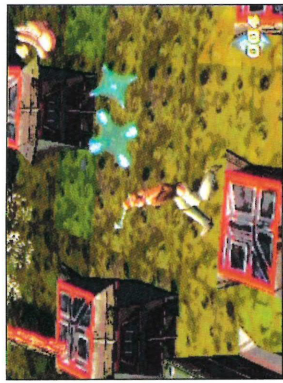
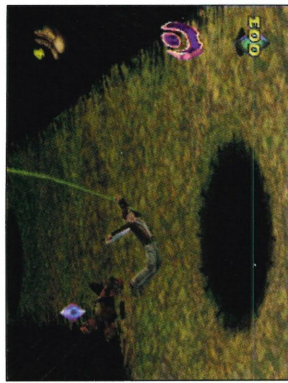


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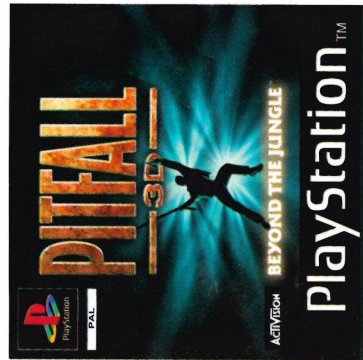




HANG ON!



Because Pitfall is back.
A new deadlier Pitfall that enters a
mystical, 3D world, with fully
explorable environments.
So get a grip while you still can.



PITFALL 3D BEYOND THE JUNGLE™

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SONY UNVEIL NEW HARDWARE

It may not be PlayStation 2, but any mention of new hardware from Sony is bound to illicit a huge response. This is a difficult news piece to pen as at the moment there is no official name, no launch date and no price, but it is new, and it's from Sony, so we thought we'd better tell you about it!

The hardware is going under the name of PDA at the moment which stands for Personal Digital Assistant. It's basically an extension of the memory card and is set to be released in Japan this winter. The PDA has a 32bit RISC processor as well as an LCD screen and sound capabilities. However, despite sounding very business like, the PDA is not aimed at office applications, but for personal entertainment, including gaming.

Although scant details are available at present, the PDA can be played separately from the PlayStation as well as being used as a memory card. It also has a clock function which will enable personal schedulers or applications to work. An infra-red communication capability allows the exchange of data between two PDA's directly without using the console as a bridge. As well as this, communication between other devices with infra red capability will also be made possible.

Applications for the PDA will come on CD and be downloaded to the device via the PlayStation. Therefore, software for the PDA can be supplied together with PlayStation game software. Chances are that after reading this you'll still feel a little in the dark as to what the PDA is actually going to do. Well you're not on your own. As you can see, it looks like a Tamagotchi and due to their current popularity (see below) and odds are that we're going to see something along those lines available for it sooner or later. Only time will tell and as usual we'll give you more information the minute we get it from Sony.



WIN



VIRTUAL BEASTS!!!



10 BEASTS TO GIVE AWAY

As the more eagle-eyed among you may already know, the Tamagotchi has been replaced on high street shelves by a much more violent handheld 'pet'. Bandai's Digimon is basically the same as your common garden Tamagotchi, although it has one significant difference; it fights! Yes, train your virtual hooligan to the best of your ability and using the Digimon's exclusive 'Dock & Rock' facility, you can now pit your creation against your mate's and sit back and watch as they pummel each other into a virtual oblivion. In monochrome.

The appearance of your Digimon depends on how well you treat and train it, in fact there are over 14 character variations within each Digimon and unless it gets its vitamins on time, a good wholesome meal inside it and gets plenty of shadow boxing training (I kid you not) then your little monster won't last long. Making two Digimon fight constantly is another bad move as we found out to our peril when our two three year olds simultaneously beat each other to death. Oh well, there's always the reset button.

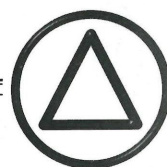
But enough of this nonsense, do you want to win one of these fighting egg monsters

worth around £10.99? Well, PlayStation Pro have 10 DigiMons to give away courtesy of our good friends at Bandai and The Wright Partnership, and all you have to do to win one is tell us how many eggs do you get in a dozen? Simple enough I would have thought. Send your answers on a POSTCARD to the usual address and make sure you mark it clearly with the words:

"SPACE-AGE CONKERS COMPO".

Cheers.





WIN ONE OF 5000 LIMITED EDITION DEATHTRAP DUNGEON CARD GAMES!

UK ONLY



IAN LIVINGSTONE'S

DEATHTRAP Dungeon

Fancy a bit of sword play this weekend?

Then why not try your hand at **Deathtrap Dungeon – The Card Game™**



How to win a pack of Deathtrap Dungeon – The Card Game™

Please read the terms and conditions printed below, then fill out the card attached to the front cover, answer the question and complete the tie-breaker. Return your completed card to the following address:

**Deathtrap Dungeon Card Game,
EIDOS Interactive,
Wimbledon Bridge House,
1 Hartfield Road,
Wimbledon,
LONDON,
SW19 3RU**

Terms & Conditions

Please read the following carefully before entering the competition. By entering the competition you are agreeing to be bound by the following terms and conditions:

This competition is open to all residents of the UK, except employees of EIDOS and IDG Media, their immediate families and anyone else connected with the creation and administration of the promotion.

Entries must be on the official entry form, in ink or ball point pen. The promoters reserve the right to disqualify incomplete, altered or

illegible entries. No responsibility will be accepted for entries lost, delayed or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery.

Entries become the absolute property of the promoters and will not be returned.

The 5000 prizes of Deathtrap Dungeon – The Card Game™ will be awarded to the competitors who have answered the question correctly and who has, in the opinion of the judges, finished the tie-breaker question in not more than 14 words in the most apt and original way. There is no cash alternative to any of these prizes.

The decision of the judges will be final and binding and no correspondence can be entered into.

The closing date for receipt of entries is 7 May 1998 and the winners will be sent their prizes as soon as possible and not later than 7 June 1998.

After 7 June 1998 the names of the winners can be obtained from IDG Media, Marketing Department, Media House, Adlington Park, Cheshire, SK10 4NP on receipt of a stamped address envelope.

Winners may be required to take part in any publicity accompanying or resulting from this competition.

The promoters are IDG Media and EIDOS Interactive.

THE GAME

Designed by Ian Livingstone, around the ancient Chinese card game of 'Zheng Shang Yu', it's a game of skill for 4 to 8 players which sees you and your friends pitting your wits against the likes of Exploding Pig, Killing Machine, Chain Dog and Red Lotus in your quest to become the 'Big Super Hero.'

Not available in any shops, anywhere, PlayStation PRO have managed to get hold of 5,000 of the little suckers to give away in our fantastic competition. All you have to do to win one is answer the question on the back of the covermounted card and come up with a tie-breaker. The best 5,000 answers will win!

'WRECK'ONING ON SUCCESS

Telstar's chaotic multi-player cartoon racer Wreckin Crew was originally scheduled for release in spring '97. However, developers Quickdraw weren't entirely happy with the code and felt more time was needed if the title was to realise its true potential. Thankfully, Telstar were committed to its success and agreed to a later release giving Quickdraw more

time to complete their plans. And after 10 months of fine tuning the game's engine to make it just as they wanted, Wreckin crew is now ready to roll off the starting grid.

The game will be an arcade racer with players taking to the streets of New York and Sydney amongst other locations in a bizarre battle to reach the finishing line. Pull stunts, collect stars and

drive through speed-up hoops to get to the front of the pack, then use your arsenal of comical weaponry to stay there. Chuck chickens at your opponents or drive along

side them so that your pet Rottweiler can snarl and lunge through the car window. It all sounds like good healthy fun and it'll be skidding around a corner near you from May 1st.

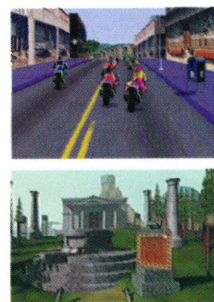


Sony comes good

Since the PlayStation was launched in the UK in September '95 it has successfully mirrored the success of the console across the globe. UK sales have now exceeded two million of the little grey buggers (see page 12), with more than 650,000 being purchased over the Christmas period confirming PlayStation's position as the market leader in every country in the world.

To celebrate this achievement a special £1 million charity initiative is

to be launched by way of a special PlayStation 'Help' charity compilation pack. Following on from last year's CD, the pack containing Broken Sword, Myst and Road Rash will be priced around £39.99 and all profits will again be donated to The Prince's Trust, Great Ormond Street Hospital and the like. It should be in the shops by the time you've finished reading this sentence, and it's all in the name of charity, folks. So buy one.



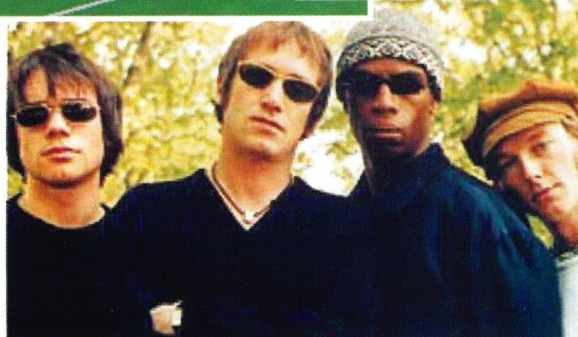
IT'S COMING HOME

You'll be pleased to hear that the official England Team game for France '98 is nearing completion at the headquarters of developers Z-Axis. The scheduled release date of April is fast approaching for Three Lions, and publishers BMG Interactive believe the title is set to more than match the hype that will inevitably surround its license in the midst of World Cup fever. The game will feature over 50 international teams from past and present, ranging from England's World Cup winning side from 1966 and Brazil's vintage '70s team to modern day Chinese and South Korean sides.

The game's director, Gordon Bellamy, believes he's developing a game that will wear its Three Lions with pride. "I wanted to make a game that makes you feel like you are actually playing a game of football with your favourite players, rather than just watching it on TV." As a result, Three Lions doesn't feature your usual tedious looping commentary. Instead players will talk to each other and communicate on the pitch, even arguing with the referee, allowing for a greater level of realism than with anything before.

Alongside this innovation are loads of other attractive feats of programming, such as instant aim shooting, one touch passing and the true likenesses of all of the players from the world's top 50 international teams. The stunningly rendered players are complemented by a massive amount of motion captured graphics and effective management options and it's all beginning to shape into a game that could leave BMG punching the air with a victorious sense of joy and elbowing the opposition into defeat.

But as the glut of football titles begin to pile into our office, Three Lions has pulled another ace from its shorts to give it that extra novelty over all the other soccer games coming our way. What is it? Well, BMG have signed up dad-rock combo, Ocean Colour Scene for the game's soundtrack. Yes indeed, so now you can ride round to your friend's house on your Vespa, take off your parka and bang in a 20 yard volley to the strains of "Mile High City". We'll have more news on Three Lions next month in our extra special World Cup edition, where we'll be taking a closer look at all the soccer offerings coming your way this summer. Miss it and miss out.



Ocean Colour Scene reminisce about the day they caught the train

THE MYST IS RISING...

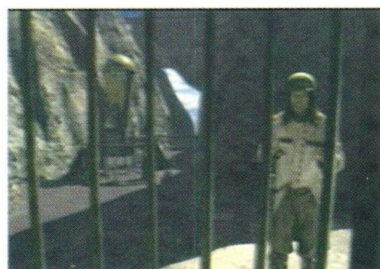
Released in late 1993, *Myst* caused a storm among PC owners by defining new standards for an entire genre of non-linear first-person computer entertainment. Now Acclaim are set to repeat that success with the eagerly awaited sequel, *Riven*, on both PC and PlayStation.

Those of you who remember the first game will recall the ending where Atrus implores you to help find his wife Catherine... no? Well that's where *Riven* takes off anyway, though knowledge of the original *Myst* isn't a necessary requirement to enjoy in play.



Riven allows you to freely explore a vast and complex world whilst experiencing unprecedented detail in graphics with over 4,000 breathtaking images and an astonishing three hours of animation, as well as two hours of atmospheric music and moody sound effects.

The size of the game could even rival the awesome *Final Fantasy VII* with five discs requiring your puzzle solving skills, and all of the rumblings suggest that this should be one game that resides on your wanted list for the coming year. As always we'll keep you posted.



Listen up!

For all you no good cheats, tricksters, spoilers and Terry Thomas wannabes, there's a new monthly bible in town to bring you all the latest and best tips, tricks and guides for all your favourite games. You may well have noticed the 48 page supplement provided with this latest issue of *PlayStation Pro*. It's been included to whet your gaming appetites with four fantastic games cracked open as well as tips galore.

This sampler is the forerunner to Issue One, a 100 page cheat-fest which will be the first to bring you the most important cheat news as well as mini reviews on the latest hottest games around. All of this and so much more for a paltry £2.99, can you afford to miss out?

The first issue will be leaping from the shelves on April 30th. And you'll have to be quick to reach it before they're all out of the door and into the

homes of the nation. And what an issue it's going to be. Already pencilled in are *Bushido Blade*, Squaresoft's dueller, the mischievous *Jersey Devil*, the ultimate *TOCA Touring Cars* drive-thru by the experts themselves. Most importantly of all however, there's a monster walkthrough for *Resident Evil 2*.

Every darkened corner, every weapon, every power-up and complete maps will be put together to construct the only guide you'll ever need for Capcom's ultra violent zombie adventure. It's a must for everyone, everywhere! Don't forget the April 30th, it'll be a great day for PlayStation owners. Cheat lovers of the world unite!



CHILL THE ULTIMATE ADRENALINE RUSH

FEATURES

Combines the speed and freedom of extreme snow boarding like no other game.

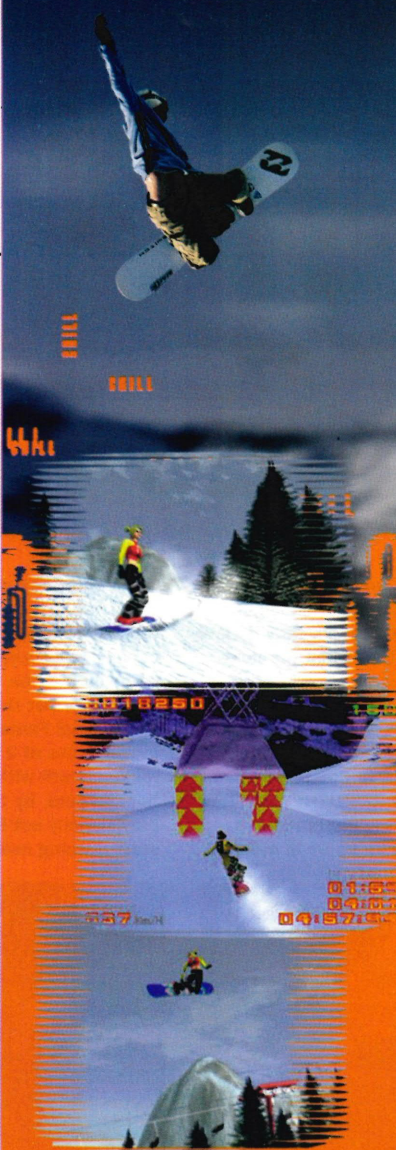
Explore 5 tracks on 5 mountains from beginner to expert.

Work your way up to hidden bonus runs.

Practice and perfect dozens of tricks including jumps, grabs, spins, McTwists, fakies, bonks, rail slides and rail spins.

Race the clock in time trials mode.

Multiplayer options include 2 player cable link mode and 2 player split screen mode.



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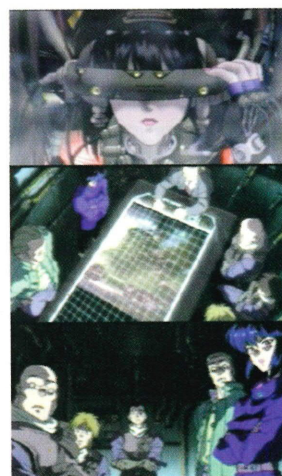
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Ghostly Goings On

In the year 2029 the world has become void of borders between countries due to the influence of the net. Humans live in virtual environments, patrolled by futuristic law enforcers who've been downloaded into armoured mechanoids. All is well and good until an artificial intelligence unit codenamed The Puppet Master becomes self-aware and escapes, attempting to fulfil what it believes to be its ultimate destiny; to become truly human. Sony's new first-person adventure come shoot'em-up, *Ghost In The Shell*, sees

you taking on the role of a highly trained female secret agent who has been sent on a seek-and-destroy mission with The Puppet Master as your primary target. It's an adaptation of an epic Manga comic and movie of the same name and is expected to do quite well once it reaches the shops in April, expect a full preview next month.

Manga madness made real: G.I.T.S., at a review zone near you soon



CHAMP BACKS RALLY RACER

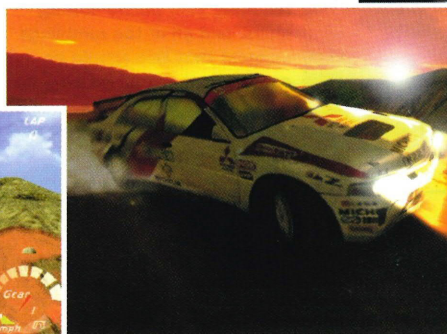
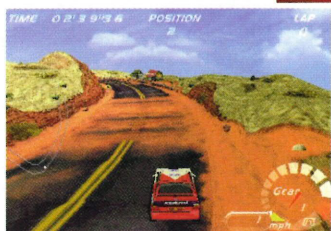
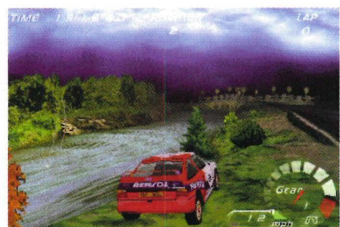
We might well share a building with the developers of Europress Software's first PlayStation title, but they don't seem to be put off too much by that. You see, they've been hidden under our stairs for months now, spending their time developing their new rally game, as well as getting out and about signing up double world rally champion Tommi Makinen to ensure that their Tommi Makinen Rally didn't have a stupid name.

Product Manager Mark Blewitt told us, "We're delighted that a driver of Tommi's calibre feels that our first PlayStation game is of a quality high enough to carry his name as an endorsement."

TM Rally will contain 15 of the harshest international rally stages, but there will be a Track Editor tucked in there as well. We should be making the long trip downstairs to have a more in-depth look at Tommi Makinen Rally in our next issue, so watch this space.



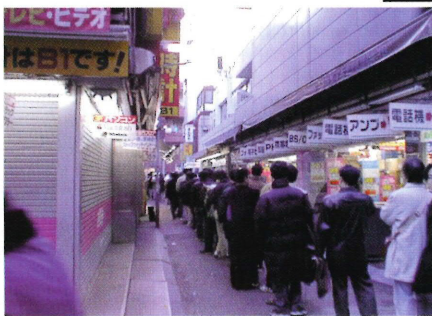
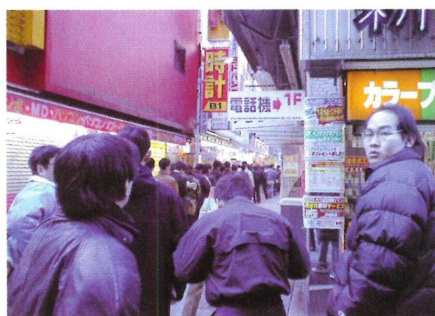
Hey maka, maka, maka, maka, Makinen - Heeeey Makenin-a! Big Tommi gets ready to rock



Buy now, slay later

The Japanese, as we all know, are barmy. Eating raw fish and collecting schoolgirl's used sanitary towels aside though, they do love videogames. So much so that when the next big title is due out, these crazy cats hit the high streets with their campbeds filled with cash and sleep out under the stars to make sure they get their latest fix of PlayStation goodness. The latest game to create such madness is our cover title *RESIDENT EVIL 2*. Yes, as you can see from the picture above, shoppers in Japan queued for hours in order to

make sure they got a copy of the game, with the game's first day sales topping a staggering 1.8 million copies. Absolutely bloody bonkers I'm sure you'll agree. Only time will tell whether or not the game has managed to top *Final Fantasy VII*'s three day overall sales of 2 million copies, but we reckon it will with ease. The UK release date, by the way, has been provisionally set for April 29th. So I'd start queuing now if I were you.



Horror-hungry Japanese gamers throw a sick and queue overnight for their fiendish fix. Us Brits, however, must bite our nails and wait for April 29th

PSX Sales hit 30 Million!

Worldwide shipments of PlayStation units have now reached the awesome figure of 30 million, further extending Sony's lead over its competition on a global scale with software sales up to an incredible 199 million units worldwide.

It's an undeniable affirmation of the PlayStation's position as the World's no. 1 games console, confirmed by Sony America's chief operating officer Kaz Hirai. "PlayStation is extending its lead among all next generation videogames systems on a worldwide basis," states Hirai, "We announced that as of the end of August 1997 we had shipped 20 million units worldwide. As of February 5th 1998, just five months later the figure has reached 30 million, and with the abundant library of high quality PlayStation games throughout 1997, we were able to deliver the widest range of choices to consumers all year long."

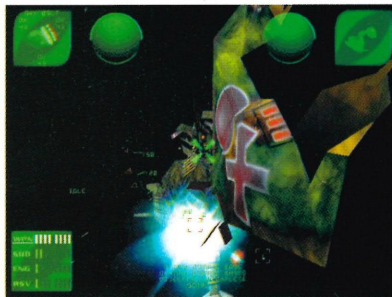
We always knew that the PlayStation was the best on the market, but these sales figures are enough to leave even the hardest Italian plumber sobbing into his tool bag.



The Ultimate Solar War

Grolier Interactive are set to join the ranks of the elite space corps when they release their new Colony Wars style strategic shoot'em-up Xenocracy in April. The scenario tells of a struggle for power between Earth, Mars, Mercury and Venus, and as Wing Toucher, commander of the elite United Planet Nations peace keeping force, your mission is to keep the political and economic stability of the solar system alive. Defend the colonies against aggression and perform special tasks on behalf of the planetary representatives to ensure the powers preserve the greater peace afforded by the UPN.

From the sneaky peek that we've already had of Xenocracy, it's looking like it could be one to watch. It comes boasting such features as random mission creation over 70 different locations, a complex optional resource and management system, a user definable heads-up-display option and state-of-the-art 3D sound and 3D accelerator cards. As always we'll keep you informed.



TEKKEN 3: EXCLUSIVE NEW SHOTS!



Bruce Lee lover, Marshall Law knocks new girl Xiaoyu flying with one of his triple-hit punches



Above: Old boys Lei and Paul pummel each other senseless against one of the urban backdrops. Note the Soul Edge graffiti



As reported below, Namco have revealed one of the game's hidden characters - Gon the comedy dinosaur



One of the most improbable results ever, but Marshall Law is beaten to the floor with relative ease by the bitch with attitude - Nina Williams

New guy Hwoarang shits bricks as the mighty Yoshimitsu draws back his blade and prepares to strike



Desperate for TEKKEN 3 news? Are you falling for all the misleading coverlines on rival publications when they only have a handful of old screenshots? Thought so. Well here at

PlayStation Pro we don't like to bullshit you. We give it you straight and this month's Tekken 3 news amounts to this: You can play a hidden character called Gon. He's a baby dinosaur who's quite popular in Japanese comics, apparently. And that's it I'm afraid. Whoop-de-doo. It's exciting enough to make you touch cloth, isn't it? The only other news regarding the game was the arrival of some top notch artwork and a handful of brand new screenshots direct from Sony. Namco are keeping things close to their chest at present you see, and they find that gently teasing their

audience with new shots and snippets of information will result in an even greater fascination with game. If that's at all possible. We will be going in-depth on this baby next month though, so get ready for a whistle-stop tour of Tekken Land in a month's time.

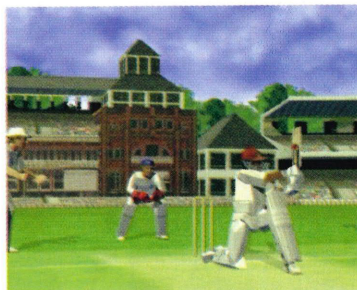
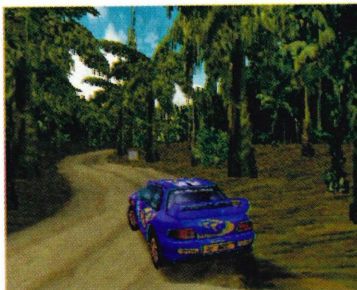


CODEMASTERS' DOUBLE WHAMMY

After the success of the excellent TOCA Touring Car Championship, Codemasters are shifting up a gear in the racing game skirmish. Recently announced was the Spring release of Colin McRae Rally, the only game to be officially endorsed by the rally champion himself. Codemasters have employed 26 people on the game's development and are already boasting that the 1998 battle for the title of most realistic, thrilling and wholly playable rally game is a foregone conclusion. The game will feature 48 world rally stages and authentic replications of the mechanics and handling capabilities of some of the more famous rally cars including McRae's own Subaru Impreza 555.

Following on from this will be another sporting treat in the form of Brian Lara Cricket '98. Scheduled for a summer release on their Sportsmaster label, it will be the first time the sport of gentlemen and the sound of leather on willow has been showcased on the PlayStation, despite rumours of an Ian Botham game last year. This is sure to be cricket as you've never seen it before on any format, as the screenshots testify, and it's set to feature stunning 3D environments and motion-captured player movement as well as over 240 real-name international cricketers.

The individual match, test, knock-outs and World Series options will have all of you enthusiasts oiling your bats and giving your balls a damn good rubbing in anticipation. It could even be the game that puts the excitement back into cricket. It looks like '98 is going to prove a good innings indeed for the Codemasters team.



THE BEST JUST GOT BETTER

April the 16th is a date you want to etch into your minds. April 16th is the date when the finest PlayStation publication on the planet gets a whole lot finer. As of next issue, PlayStation Pro will be getting an overhaul in almost every department. A bigger, better and infinitely more informative news section will be showcased, as will a brand new review zone, a huge 'in development' line-up awaits and the most comprehensive buyers guide you're ever likely to come across has been squeezed in there for your enjoyment too.

A new look will also be sported, including our very own spankingly treat logo, as you can see here. So in brief, get your arse down to your local newsagents come April 16th, have £2.95 in your hand and get ready for the ultimate PlayStation experience known to man. And don't forget

to look out for the new logo! See you next month.

PLAYSTATION

This time next month, look for this sign and you're onto a winner!

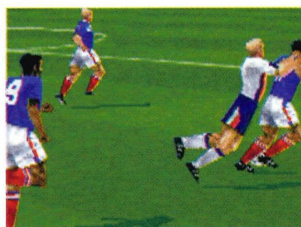
Soccer Timewarp

What with that rather large footy tournament going on in France in June it was always inevitable that this years rash of game would be football orientated. Thankfully it's looking like there's going to be some crackers before the year is out as programmers seem to be finally getting a grip on how to make a good flowing game going.

Viva Football is certainly a possibility as far as best footy game of the year goes. Virgin Interactive's

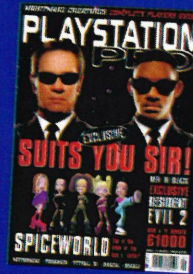
Crimson team are responsible for the project and they have set about providing a game where you can play as any international team from 1962 to 1998. They're boasting the most fluid animation ever and with 987 teams to pick from you'll certainly gonna be spoilt for choice.

Viva Football is due out sometime after the World Cup and before Christmas. More details when eventually we see the game.



STOP PRESS

You love us you do. You can't get enough of us. You love it when we talk dirty, you shake with excitement every time we expose things for you. You like things upfront. You want to be the first to know and we fill you in on a monthly basis. And you



love it. Yes kids it's ABC time again, which for those of you who don't know it stands for Audit Bureau of Circulations, or something like that. Anyhow, the latest figures are 'through' as they say and you'll be glad to know that your favourite games mag, PlayStation Pro (just in case you forgot there) has come out on top. Well nearly.

In fact we are now officially the UK's No.2 unofficial PlayStation mag! How's about that then, eh? Yes, you have in your hands a winner, and you made it so. Cheers. There'll (hopefully) be a special present for you all in next month's new look mag in way of a thank you.



Namco's sporty funster **EVERYBODY'S GOLF** has been delayed. (Boo, hiss!) But cry not comedy

golf fans as we'll be reviewing it next month! (Hurrah!) In our new look, super groovy mag! (Whoo hooo!)

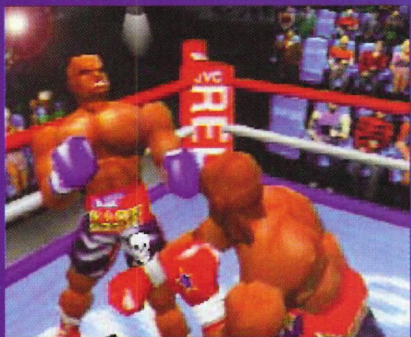


Don't believe the hype! All of you who have been drooling over pictures of the new **LARA CROFT** model in some of our less-appealing rival publications have been lied to! Yes! It's all absolute bollocks! The girl in question, the horny Miss Vanessa Demou, has simply been hired by Eidos France, to promote Tomb Raider 2 over there just like the one and only Rhona Mitra was over here. She is not the new Lara Croft, despite her looking quite treat (as our picture quite clearly proves). Understand?

The official line from our spies inside Eidos UK is that the company will continue to hire sexy models to promote the Lara Croft and the Tomb Raider branding, although Eidos plan to change their models throughout each campaign. Good move or bad move? Well, at least we get to look at a varied bunch of totty from now on...

news

STOP PRESS



Boxing isn't a sport that features heavily in the PlayStation conversion league. In fact, so far there has only been one champion; **VICTORY BOXING**. Well there's a new guy in town packing a mean punch and who's set to knock old Victory Boxing on its ass in the fifth. His name? Erm... **VICTORY BOXING '98**. Due out sometime in the summer, VB98 is looking hugely superior to the original and boast numerous new features too extravagant to go into in any great depth here. Needless to say, we'll have a full rundown of its pros and cons when the time comes, in our new look magazine.

Fancy driving a huge-wheeled 70's American car with whopping great guns perched on every corner of it? Well in Activision's new corker, **VIGILANTE 8** you can! Big cars, big attitude and big hair is what's needed in this 'Twisted Metal 2 meets Boogie Nights' title, but as ever with these darn little news snippets, you'll have to wait for next month's mag for a full lowdown on this baby, baby. Incidentally, next month's mag will be sporting a new look and loads of new and funky little bits too. Watch out for it. On sale 16th April.

Those of you who rushed out to buy the original **TOMB RAIDER** after fiddling with the sequel over Xmas will be happy to hear that it's now hitting the **PLATINUM RANGE** at the usual £19.99. Enjoy!

Thanks go out to everyone who entered last month's compo for our limited edition copy **F1 97**, as the postbag has been bulging in every sense of the word with your saucy postcards. In fact, we've enjoyed your cards so much that we're gonna extend the competition for another month. Remember though, saucy postcards of sexy girls only please. None of this 'cutting a page out of the Daily Star and sticking it to a piece of cardboard' shenanigans we've been having. We'll announce the winner, right here, next month. In our new look mag.



Fans of **COMMAND & CONQUER** will be glad to hear that the third instalment, **C&C: RETRIBUTION**, is on its way. Don't be expecting a completely new game though, as Retribution is simply a combination of several of the PC add-on discs. You don't need the previous two titles to run Retribution (as in the PC versions) and the one new feature we've been told about so far is its Memory Card compatibility. Not only will this save you the trouble of scribbling down passwords, but it'll hopefully stop you moaning at us every month to print them again. More news on Retribution, in our new look mag, next month.

Come get some more! Yes indeedy, big butch bugger **DUKE NUKEM** is coming back to the PlayStation later this year in the long awaited sequel to his debut smash hit entitled **DUKE NUKEM FOREVER**. The game is said to be even more gory and generally violent this time around, plus Duke's weapons are rumoured to be the biggest and destructive ever seen. Yowsa!

Oh, Give It A Rest! (Part 1) As if the hype surrounding **LARA CROFT** hadn't gone overboard already, get this; now you can while away the hours inbetween playing **TOMB RAIDER 2** by fiddling with your very own Lara dolly. Really. Currently being mooted around the toy manufacturers of the USA, this plastic princess boasts poseable limbs and a host of weaponry in order to kick Action Man's head in. Fortunately, the likelihood of a UK release seems improbable. And anyway, her clothes don't come off.



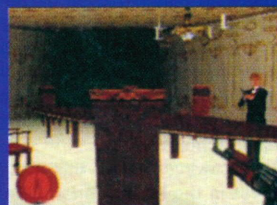
Although **BUSHIDO BLADE** has just hit the shops, its creators over in Japan are already working on a sequel. Cunningly named **BUSHIDO BLADE 2**, the title is set to continue its honourable trend, yet introduce new moves, characters and a whole bunch of graphical stunts to wow the crowds. Expect it to surface around Xmas. Maybe.

Comedy Game Title Of The Month is this Japanese (who'd have thought it?) beat'em-up currently doing the rounds in oriental arcades. **RIVAL SCHOOLS UNITED BY FATE**, (yes, you read that correctly) has, as you'd expect, several pre-pubescent combatants pitting their fighting skills against one another in various schoolyards. Mmmm. Rumours of 'wedgie', 'nipple twister' and 'Chinese burn' finishing moves have yet to be confirmed.



Fed up of your sad N64 chums harping on and on and on about how good GoldenEye is? Me too, I mean, ask them to name five

other worthy N64 titles and they clam up. Anyway, soon us PSX lovers can cream over our very own Bond game and flick two fingers at Nintendo because MGM are currently working on **TOMORROW NEVER DIES**. The game is rumoured to be somewhat similar to GoldenEye, although several new features have been implemented. The game's development is as top secret as Bond himself, although we do plan on blagging some screenshots for you next month, in our new look issue.



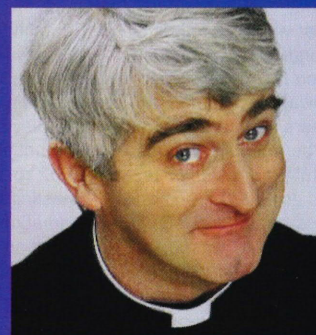
Remember way back in January '97 when our then editor told you about a 'killer game' called **PERFECT ASSASSIN**? He even went and put it on the cover, yet a good year later and it still hasn't turned up for review. Why? Well thankfully it's nothing to do with us, but it's only just been completed and should be in the review zone next month. In our new look mag. Don't hold your breath though, as from what we've seen, it's a bit shit. Perfect Assassin that is. Not the new look mag. Anyway, more news next month. In our new look issue.

Oh, Give It A Rest! (Part 2) As if the hype surrounding **LARA CROFT** hadn't gone overboard already, get this; now you can while away the hours inbetween fiddling with your very own Lara dolly by reading Lara's exploits in this comic book from the States. The comic features... oh, forget it. It's crap. Really. It is.



Right that's enough gossip and idle banter for one month, join us next issue where as well as all the usual chit-chat we'll be having a complete overhaul courtesy of our in-house chimps and their new crayons. Should be good. It's on sale **APRIL 16th** so order your copy today. Until then, take it easy pixel lovers...

And finally...



Father Ted
R.I.P.

THERE'S A NEW GAME IN TOWN

As a searing sun sinks slowly over a small town somewhere in the Wild West, a lone figure casts a long, lank shadow on the parched, arid trail. But this is no ordinary figure. This is Lucky Luke.

Lucky Luke is the star of the first 3D cartoon adventure to hit the PlayStation.

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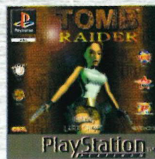
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DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION



Resident Evil 2

We wanted gore, we've got it. We wanted violence, we've got it. And we wanted more zombies and yes we've got those too. Are we spoilt or what?



▲ The cleaners must be due in at any moment. That was one hell of a party! Shame that it had to end really



The world has had it quite easy really. Since the original adventure (affectionately named survival horror) which was Resident Evil, there's not been much to touch it in terms of size and gameplay. The only adventure rival Resident Evil has ever had has come from the curvaceous Lara Croft in her Tomb Raider escapades. Other than that you can forget it.

There have been many attempts to bring the gore and action back since then, most notably with Nightmare Creatures, but this just shuffles back from whence it came now that the world of survival horror is returning to ruin our sleeping hours. Oh yes, those nightmares are about to return with a vengeance.

It's not surprising that we've had to wait so long for the sequel as it now comes on two disks, with a different character's game on each disk. Apparently the game is now three times larger than its little brother, which in itself wasn't exactly set in a semi-detached council home.

When the original game arrived back in the early days of the PlayStation there was nothing to touch it and Capcom, better known for their fighting games, cleaned up. A sequel was inevitable and has been on the cards for

well over a year. We've been teased with a few screen shots and an occasional progress update just to whet our gory appetite, but there was a danger that Resident Evil 2 would be a disappointment. Thankfully, for all concerned, this is phenomenal.



▲ Leon practices his tough guy stance in front of his mirror before going off to impress the ladies



IMPENDING DOOM



It's always handy to know exactly what's gone before and this intro sequence is truly stunning. This is Leon's story and what a whopper it is – his first day on



the job in Raccoon City is about to go horribly wrong as zombies have taken over as a truck driver discovers when bitten by one of the blighters at a simple fuel



stop. Leon stumbles across a body in the streets and investigates only to be set upon by a group of the undead. As he retreats, Claire Redfield bursts through a



door about to be attacked. They make good their escape, albeit temporary as another zombie attacks them inside the police car. This causes them to crash and



as they step from the wreckage the now zombieified truck driver ploughs into the car causing a huge petrol spill and explosion. They head for the police station...

All aspects have been improved from the graphics to the loading times (stepping from room to room flows much more efficiently than in the original). This is crucial as there's a lot to keep up with in what can only be described as an interactive horror movie in the same vein as Day Of The Dead. The FMV sequences and interruptions also play an essential part to give vital background detail and information to help you solve the puzzles.

When you begin the game you're dropped right in it. If there's a deep end to trouble then you're about to sink up to your neck. The lengthy intro alone is worth forking out for with more action than some games can muster up in their entirety. You find yourself standing on the street in a pool of burning fuel, exactly where the intro ends. From here you must battle through the Police Station and a host of other environments to locate the G Virus, the big brother to the T Virus which dominated the first game. ▶



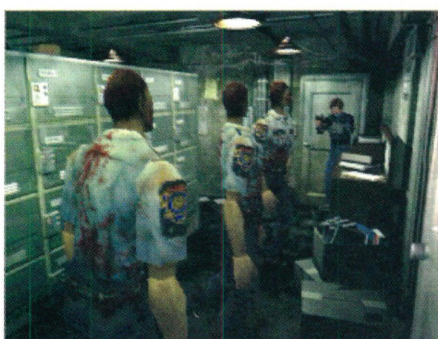
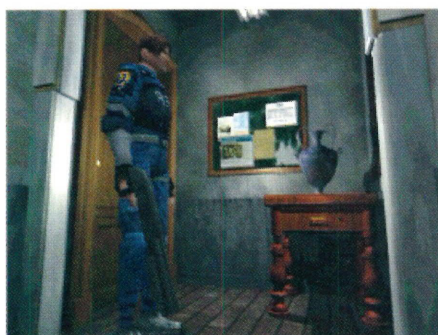
There are still some simple puzzles included so you can obtain other items which may be essential for your future progress. Remember to look around ▼



I GOT YOU... UNDER MY SKIN



One of the few survivors is left injured by the zombies. When you greet him his complexion changes for the worse. Watch in awe as his flesh rots away



► The G Virus is a particularly potent substance which transforms its host into a slobbering freak in next to no time. It's no coincidence that this time around the zombies are tougher, more varied, plentiful and a damn sight hungrier. Being consumed by one of these weirdos is far from pleasant, with blood flying everywhere. To counter this increase in zombie attackers, your aiming technique has been improved so that the second you finish blasting one zombie you can release the weapon button momentarily before pressing again to lock onto the next target. Although this is very helpful you still have a lot of work to do in order to be successful.

People who have played the original (or the Director's Cut for that matter) will already know how everything works in terms of controlling your character as nothing has changed. The characters themselves are once again a man and a woman. The Policeman, Leon Kennedy (who's probably the most hapless bloke since Unlucky Alf), drives into Raccoon City to begin his new job only to find the entire place infested with the walking dead. But he's not alone in this nightmare, there are a few more people avoiding the zombies and doing their utmost to get the hell out of the place unscathed. You'll bump into these as you make your way through the game.

Ada Wong is just one of these people you'll

meet, you may remember her from the original as her name is used for one of the computer passwords. She's looking for John, her fiancée, in the demolished city. Now this is where Resident Evil differs greatly from its predecessor. Whereas in the original you had to do everything single handedly, this time around you swap between the characters from time to time to tackle different areas and puzzles. Yes, those puzzles, they're back.

The whole Police Station is crammed with the bloody things. It's not enough to be set upon by hundreds (literally hundreds) of slobbering freaks, you have to use your mind to get through from one dilemma to the next. From simple cases of locating keys to finding four spark plugs to open a single door, the balance of problem-solving and action has been worked to perfection in Resident Evil 2.

With all of these puzzles you may think that the game itself is a bit of a stop/start affair, but that just isn't the case. Or at least it doesn't seem that way. The thing is, you do become engrossed in the nightmare and are so busy concentrating on the job at hand that it seems there's never a let up in the action. But the moments which can be said to be true 'brown-trouser experiences' aren't too frequent, so when something leaps through a window ►

THE UNUSUAL SUSPECTS



LEON S. KENNEDY

His first day as a rookie cop in Raccoon City, and possibly his last. His task is mammoth in comparison to Chris Redfield's in the original horror feast



SHERRY

The daughter of a professor. She's lost in the city, but can handily climb into air vents and other areas which the adults can't reach



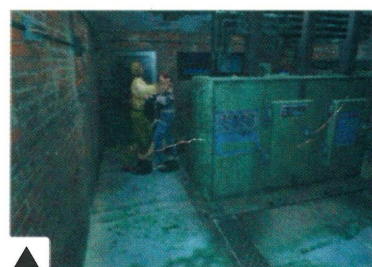
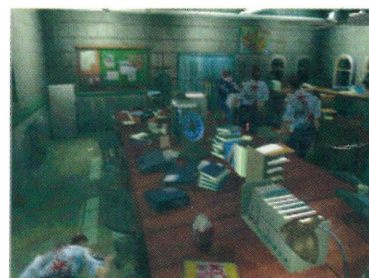
CLAIRE REDFIELD

The sister of Chris from the original. She should know better than to look for her lost brother in the terrifying surroundings of Raccoon City



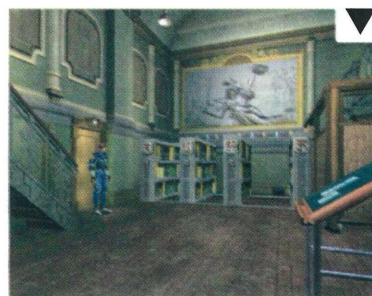
ADA WONG

Another person who's searching for someone from the original game. She's looking for her boyfriend John. Why? All will be revealed



Being caught by a zombie results in them enjoying a tasty meal of flesh. Try to make sure it isn't a common occurrence

Graphically you're going to be hard pushed to find another game which pays such amazing attention to detail





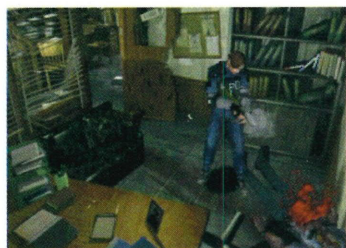
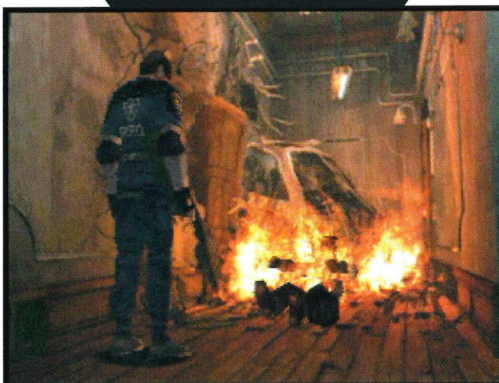
Take his knee caps off with a few quick bursts of your pistol. Keep away from the flames and be ready for him to get up again. They're stubborn blighters and take quite some punishment before they finally die



After clearing most of the rooms of the undead, your next task is to work out the puzzles. Mmmm



Select and use your weapons carefully as you never know when that extra ammo clip will be vital

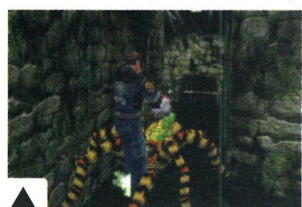
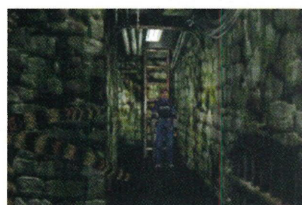


Without giving too much away this is a crucial part of the game and can't be missed if you're to get further. But we certainly aren't going to tell you what's involved to get past this stage

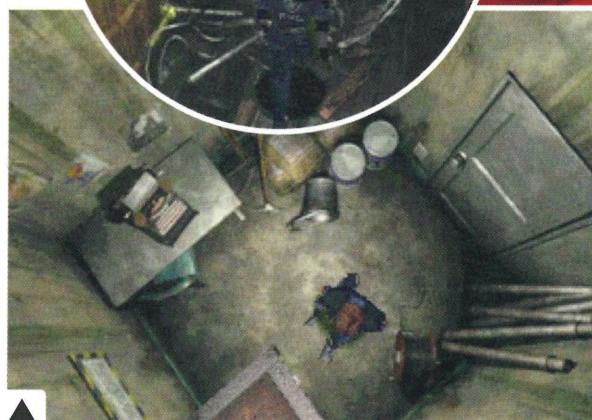
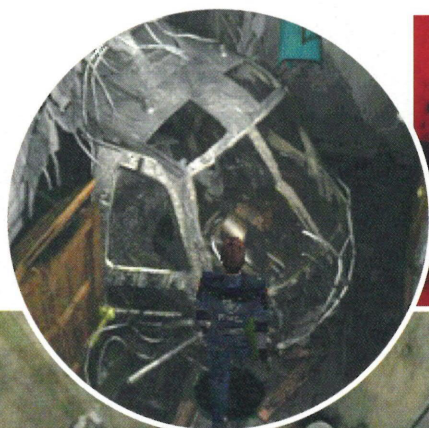
YOUR SIX STEP GUIDE TO DECAPITATION



Many zombies attack in groups, so you will need to stand back and wait for them to advance to you before angling your gun and letting loose a round



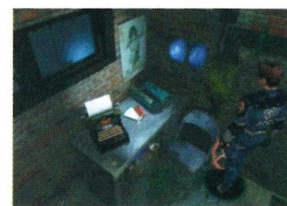
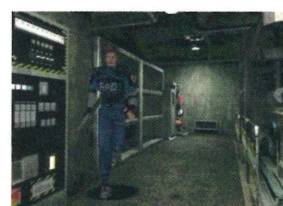
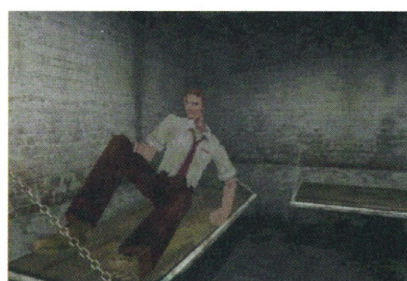
Some of the creatures are back from the original. People who remember these spiders will know the damage their venom can cause



The typewriter and ink ribbon are still needed to save your game. Use them wisely and you can save just before vital points in the action



The inventory screen has changed very little from the original and remains very simple to use



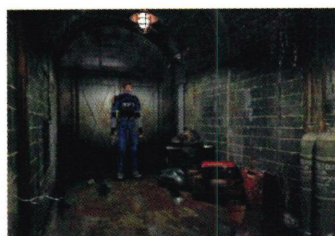
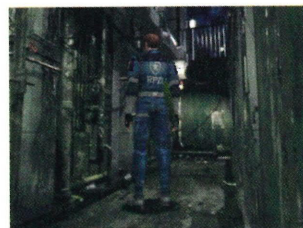
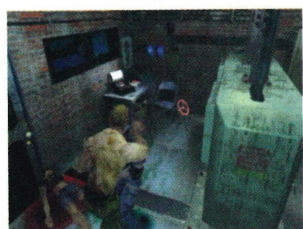
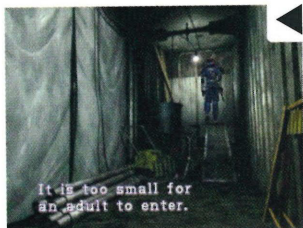


► or smashes through a wall you aren't going to be expecting it. And there's nobody out there who won't at some stage leap from their seat in an attempt to stop some slaving monstrosity from ripping out your character's throat.

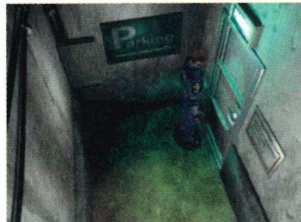
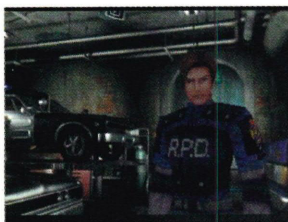
And it's not just here that the blood frenzy is witnessed. The gore and violence has been upped tenfold. From chest bursting Alien-style beasts to huge mutating monsters, the blood really does flow freely. Your weapons are more powerful than last time around and can make a big, big mess. Decapitation, limb removal and that old favourite 'piercing zombies in two' have all conspired to make this a guaranteed 18 certificate. Thankfully, it's not been watered down for the European market as the original was, so we can make up our own minds as to what we want to see. And there's a strong possibility that this is the stuff we want.

Resident Evil enjoyed its fair share of controversy upon its release in '96 and the moral majority will no doubt be out crying for a ban of this too. It's certainly not going to go away as the bandwagon is well and truly rolling since the brief demo was displayed along with the Director's Cut. ►

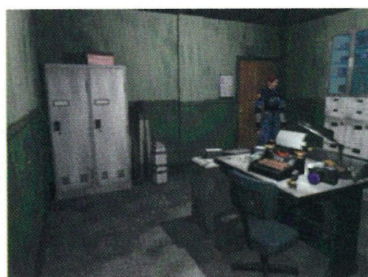
Ooer missus! I bet you say that to all the ladies! Sadly, not a full on sexual knockback, but time for young Sherry to come out and play. So to speak

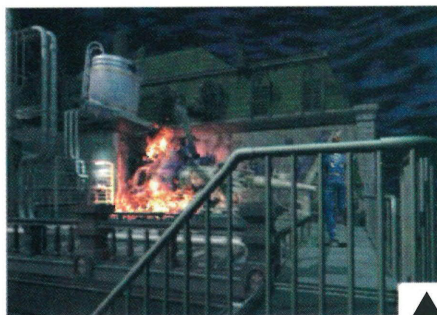


Good old Ada Wong, hiding out in the car park while you leg it around like the bastard son of Seb Coe



Instead of spending your time avoiding zombies it would be far simpler to jump into one of these cars and get the hell out of the place!





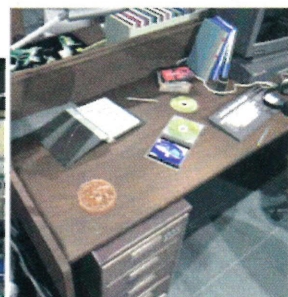
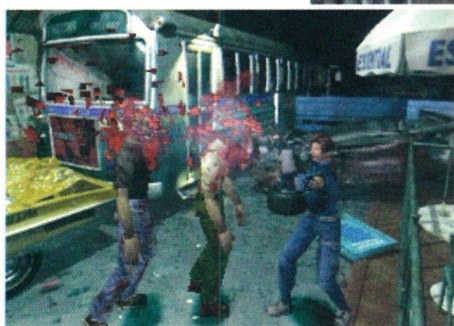
It's not enough that you have to fight through hordes of zombies, you need to find your way past this helicopter too



Collect the two jewels and, as in the original, the statue will turn to reveal a key



Leon and Ada turn up to give the slimy journalist Ben some banter through the bars and tease him with freshly ordered pizza



You've slopped a little ketchup on your top right about there. Not that I was looking at your chest you understand. Oh no

► Don't be fooled into believing that what was on offer in that demo is a small section of this release, as although the layout of the area is the same, many items and characters have been moved around just so you don't get too big for your boots.

The items you need to collect as you progress are vital to your survival and you must use them wisely if you're to make progress. Ammo and weapons aren't plentiful so it's going to be of no use to you wading into a sea of zombies and going hell for leather. Although it's fun, you just never know what's around the corner.

You do need to go back on yourself from time to time and although you may think an area has already been cleared from danger, just remember that the zombies too have legs to transport themselves. Don't assume the way ahead is free of danger. That could be a fatal mistake.

While we've been waiting for this sequel to arrive many games have attempted to steal the thunder taken by Resident Evil, but as proven by this, perfection takes a great deal of time. The difference between the Resident Evils and Tomb Raiders of this world, and a huge majority of the rest, is that you actually care what is happening around you and get involved in their worlds no matter how strange they may seem. And that's why Resident Evil 2 once again shows everyone else how it should be done. It's no good just having blood and guts flying around, you need to have some kind of goal to reach. And Resident Evil 2 has that quality.

LETHAL WEAPONS

The weapons this time around are more varied. You still begin with your pistol, but as you make your progress you will discover others. The main difference this time around is that you can locate add-ons to make them more powerful.



Pistol



Enhanced Pistol



Shotgun



Bow-gun



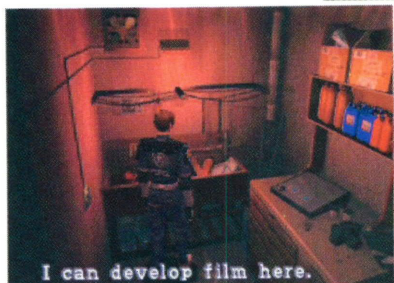
Enhanced Magnum



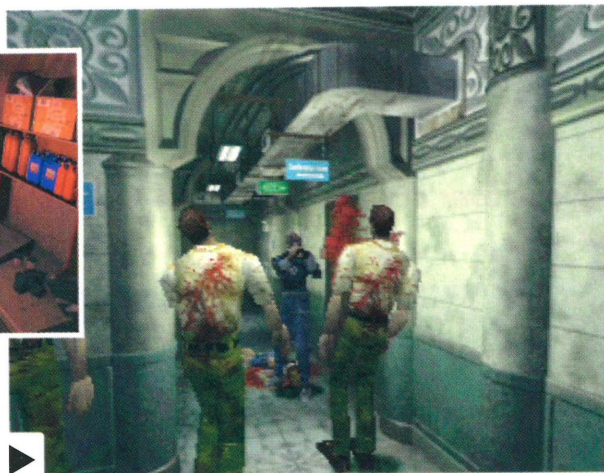
Sub-Machine Gun



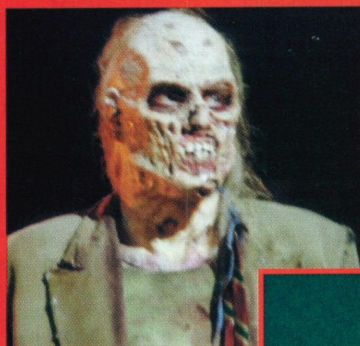
Flamethrower



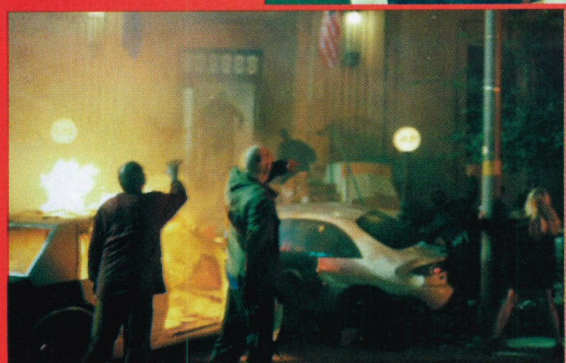
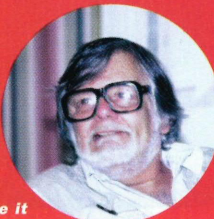
Don't get cornered. It's not a very good idea to put yourself in any more danger than you already are. Stand near doors and make good your escape if things become a little too tricky



DEAD MEN WALKING



Horror master George A. Romero, the director behind the ultimate zombie flick Day Of The Dead, was hired to make a 30 second advert for Capcom Japan. Based on certain scenes from the game it took two days to film and cost a staggering 1.2million dollars to produce. The ad features many burning vehicles, plenty of gunfire and most importantly of all, tons of decaying mutant zombies. Beautiful. However, there's no plans for a UK airing as far as we know.



PROSCORE

GAME Resident Evil 2

GENRE Adventure

SOFTWARE HOUSE Capcom

CONTACT 0171 368 2255

RELEASE DATE April 29th

PRICE £44.99

PLAYSTATION APPROVED You may have noticed from the review that I enjoyed this. It's been a long wait, but it's been worth it. With two disks full of action, there are many variations on the game, so if you complete it with one character you can then try the other disc where things change around again. Graphically it's better than I expected, with plenty of attention being paid to detail. The gameplay too impresses and I challenge anyone not to be scared witless. Even the bland ones who say "I just couldn't cope with all of that door opening stuff" should buck their ideas up as this too adds to the atmosphere. Did I mention that I quite enjoyed Resident Evil 2?

BY ANDY SHARP

GRAPHICS 10

SOUND 9

GAMEPLAY 9

LASTABILITY 9.5

9½

PAUL I wasn't really a big fan of the original but this just looks phenomenal. The intro will blow you away and as for the violence, well it turned my stomach more than imagining Ginger Spice naked

JAY Play this alone with the lights down low and the volume up high and you will shit bricks - guaranteed. A masterstroke in adventure gaming and the genre has been redefined yet again. Buy this bloody epic now

LEWIS Switch off the light, mortgage the house for a wide screen TV, put all young and old family members out in the street and grab yourself a massive bag of Doritos. Now you're prepared to play Resident Evil 2

JAMES Quite simply the most awesome and graphically detailed adventure game yet seen. If you only buy one game for the remainder of your life it must be this gorefest from Capcom. It's bloody amazing!

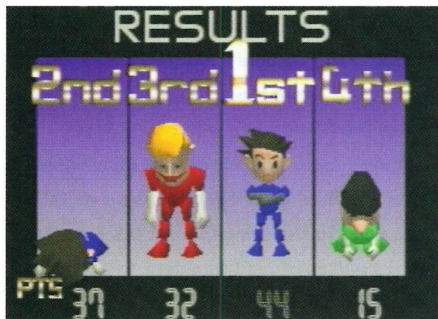
REVIEW

Poy Poy

If you love nothing more than getting one over on your mates then Konami's latest release could be the game you've been waiting for...



The Park level sees a huge Jurassic style dinosaur rampaging around eating people. Run, as fast as you can!



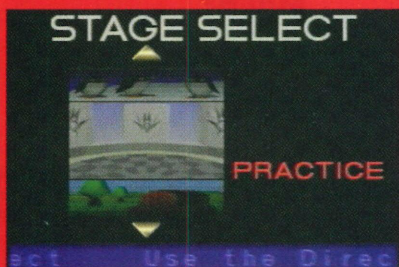
Moai Land sees huge Easter Island statues coming to life and causing trouble for you

I'm always suspicious of games with Japanese sounding names. Too many big eyes and girls with pointy cat ears for my liking. Therefore I was obviously leaping for joy when Poy Poy landed on my desk. Upon loading it up I was faced with ears, eyes and Manga-style characters. My worst nightmare was complete. Two out of ten already. But then I started playing it and discovered that Poy Poy is actually very good.

The concept is simple and reminded me a lot

of the old classic Bomberman in many ways. Four characters all start off at different corners of a square arena and have to eliminate each other in order to be the last one standing. Scattered around the arena are rocks, rockets and crates full of goodies. The idea being to pick up a rock, or whatever else lies to hand, and chase after someone before lobbing it at them. If you connect they'll be knocked over and lose some of their life force which is

YOUR LONELY PLANET GUIDE TO POY POY POSSIBILITIES



Select a level and get ready to rumble



Flatland is a gentle introduction to Poy Poy



The Iceberg is a slippery place to play



The Park level is played out at night



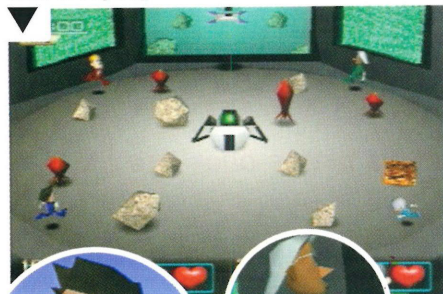
The Practice level is the best place to learn



The Robot level is set way in the future



That robot in the middle looks like it might cause a bit of trouble in this technologically advanced level of Poy Poy



There's always some part of the scenery that comes to life and interferes with the characters. The baddie is neutral, but can wreak havoc



The different gloves you can buy all offer various effects. For example, the Magic Glove makes anything you throw become invisible

Entering the Poy Poy Cup involves you registering and maybe popping to the shop first. You can also save your game on this screen

represented in the form of a heart at the bottom of the screen. Once all that's gone, they lie dead and you can pick 'em up and chuck them about too. It's all very strange.

Each game consists of three rounds during which you clock up an accumulative points total. You get points for direct hits, picking up lucky hearts and also for how long you survive in the round. To progress in the main game (which is called the Poy Poy cup) you have to win each

round. Even second isn't good enough.

Poy Poy is played over a number of different stages which consist of different scenery within the arena. At various points during each round this scenery will become animated and morph into a robot, dragon or whatever is relevant to the setting, which will attack the players and make life a whole lot more difficult for them.

Obviously, the most fun to be had in games like this is in its multi-player mode. Four of you can battle it out together if you possess a multi-tap thingy, otherwise you'll have to content yourself with two human players and two PlayStation controlled characters.

Upon entering the Poy Poy cup you get a nice animated introduction with an over-the-top gameshow host who maniacally introduces the contestants. Then it's into the game proper as a kind of Wheel of Fortune thing spins all the levels in front of you. Pressing a button will stop the wheel and wherever it ends up is the stage you must play.

Now there's a possibility after reading this that you'll be under the misguided impression that Poy Poy is in fact a load of toss. But nothing could be further from the truth, as even in one-player mode I had a great time with this, but when playing two player the action (and vindictiveness) was superb.

As with most games it is the simple ideas that work best when it comes down to playability, and in that respect Poy Poy is quality. There is no real depth in the levels, it's just pure fun and it works really well.

It's a difficult one to call really because this is extreme short-term fun that you won't play for hours on end. It's getting to be a cliché, but games like this are best enjoyed after pub hours with your mates. Whether they're designed with that in mind is anybody's guess, but they certainly work as after hours therapy.



Moai Land is a very mystical place



The Desert arena is a bit on the barren side

PROSCORE

GAME Poy Poy

GENRE Misc

SOFTWARE HOUSE Konami

CONTACT 01895 853000

RELEASE DATE Out Now

PRICE £34.99

This really did remind me of Bomberman on the SNES, which ranks as one of my all-time favourite games. The idea of eliminating your mates obviously brings a great playability angle which makes the whole game tick. The presentation is neat enough, but is never going to win any awards. However, for sheer frantic fun then you really don't need to look any further than Poy Poy because it does what it sets out to do very well. It really does help if you have a Multi-tap to let four people play at the same time and if you are considering buying this then it is a worthy investment (but only if you have some friends!) Strange name, stranger game, but it gets a thumbs up from me.

BY PAUL McNALLY

GRAPHICS 8

SOUND 7

GAMEPLAY 8

LASTABILITY 8



JAMES A strange mix of humour and carnage makes for a scrap fest that could do just as much for four player fun as Worms. A little bland in single player, but holds rich rewards for the twisted in multi-player mode

JAY Hyperactive kids running around bunging bricks at each other? I'm surprised this hasn't erupted into GTA-style tabloid scaremongering by now! Anyway, the game is actually good clean fun and is well worth trying out

ANDY Throwing stones is a kids favourite. If the stone hits someone else then all the better. And this is basically why Poy Poy is enjoyable for a while. The action is frantic and you can do far worse than take a look

LEWIS Any game that allows you to pick up a dead mate's carcass and hurl it through the air is alright by me. Pretty pointless in single player mode, but using a multi-tap for a four-player game is rock-chuckingly brilliant

Street Fighter Collection

The Yoga Fire is heating up once again as Capcom throw Dhalsim and his mates back into the fray for more flaming antics. So is it shit hot or just hot shit?



When Street Fighter II first invaded the arcades of the world it took the gaming community by storm with its instant playability and an appeal that only the strongest willed among us were able to resist. The game's success led it to the SNES and like any hit console release the original spawned a list of sequels as long as your arm, along with the God awful Jean Claude Van Damme movie which was deservedly cast into the flops draw at the Hollywood box office.

So far, Ryu and his constantly changing buddies have appeared in SF II, SF II Turbo, SF Alpha One and Two and the all new 3D polygon update, Street Fighter EX Plus Alpha, to name but a few. So what's with this new release then? Is it another new and improved Street Fighter designed to compete with the inevitably awesome Tekken 3? Is there some kind of new slant on the tried and tested formula

that's starting to wane in comparison to the highs of some of the more recent battlers? Well the answer to these questions is a rather disappointing 'no.'

This latest bout of Yoga Fire is simply a collection from Street Fighter kings

Capcom. And while the more sentimental games players among you will probably be foaming at the mouth by now, I can't help but wonder what the point of it all is? Surely every SF fan must have a copy of the game in at least one of its forms by now. But apparently Street Fighter is still absent in quite a few homes, so Virgin are re-publishing not just one version, but three. All in the same box. So is it a Street

Fighting wet dream or is Bison's last appearance a load of bull? Well let's take a little look at the blighters individually and see what we shall find.



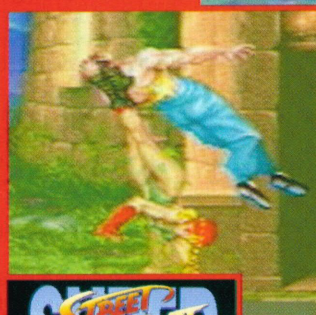
Super Street Fighter II

Near enough the same as the original Street Fighter except for a few extra characters. Has this dinosaur stood the test of time or should we banish this past master forever?

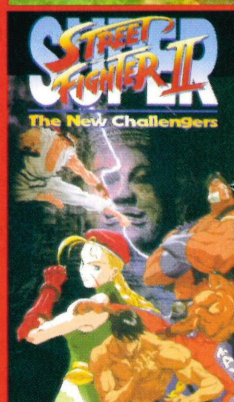
This version is the most comparable with the original game, but there are now 16 characters on offer compared to the 12 that the initial Street Fighter release offered. The gameplay is the standard affair with all of the trademark special moves and combo's available, but I'm afraid that despite all of the old Street Fighter romance, the game pales next to more modern releases.

However, you can't deny that it does play quite well for all of its limitations, those being that the moves on offer aren't too plentiful and are rather unimpressive by today's standards. The pace of the game is also quite tedious with annoying slow down when a couple of sprites fill the screen. But for out-and-out punch and kick action, Street Fighter can still hold your attention, at least for a while.

You have to remember that this is a two-dimensional fighting game, so it's a little unfair to compare it with today's polygon fighters. This is retro gaming for those that missed it first time around, and if the original was your idea of hard ass heaven then you can expect more or less the same.



Cammy shows Ryu the suppleness of her joints whilst giving the rest of the world a view of her arse. Can you do the splits love?





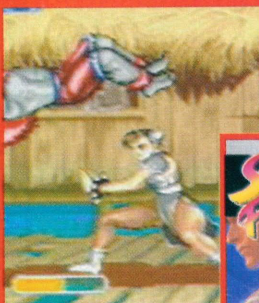
Super Street Fighter II Turbo

More Street Fighting shenanigans, only this time there's a new edge with the introduction of the all turbo mode

What can I say about this one then? Well it's a little bit tricky to define since it's almost exactly the same as Super SF II, except it's a bit faster. Oh and there's a new mysterious shadowy character called Akuma to deal with once all of the regular trouble causers have disappeared with their tails hanging loosely between their legs.

Super SF II Turbo has three speed settings which accelerate the gameplay from six million dollar man-style scraps into a collection of intense flurries, and there's an extra energy bar at the bottom of the screen to build up a special attack by landing numerous hits. Activate the special attack and your character will launch a short but unstoppable combo to ease any worries you may encounter in the many bouts of hair tearin', eye gougin' action.

The turbo edition introduced the Super Combo system and has a few other added extras that definitely improve on the first version in the collection, but for the most part it's basically more of the same with a couple of uniform changes here and there.

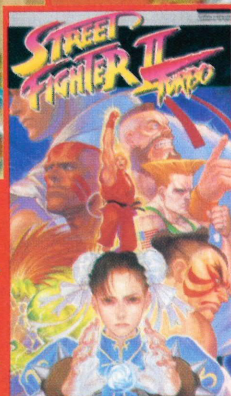


Guile gets one in the nads from Kylie's more animated counterpart when a tender caress would've been much nicer



A well timed vindaloo induced fart can produce enough hot air to levitate an entire adult human body

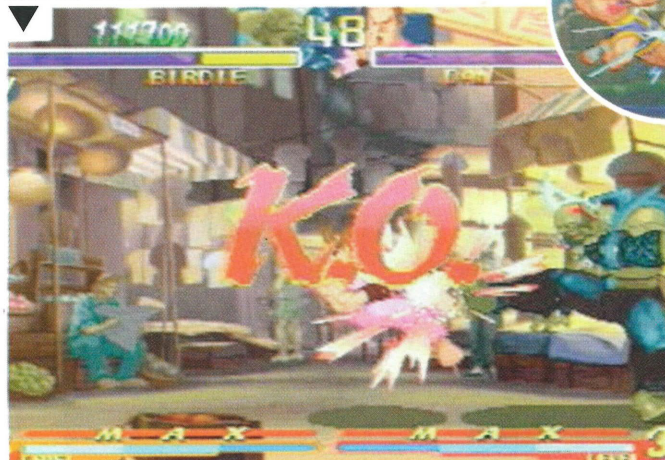
Dhalsim gets pissed off with Chun Li's constant requests to help her tie a plait. "Just get the fucking thing down!"



The kiss of death or a fatal curry burp? Either way your ass is gonna be fried by this bendy Indian fire eater



Super SF Alpha 2 Gold's Birdie shows the true beauty of his song whilst Dan finds the dulcet tones too much to bear





Street Fighter Collection

Street Fighter Alpha 2 Gold

The third and final installment in the set takes on a new look and introduces a whole host of different characters. How sweet, fresh meat...

This is by far the best of the bunch. It's the upgrade to the first Alpha 2 and it features more animation than any other 2D Street Fighter release, which is a major blessing for anyone who cut their console teeth on anything more powerful than a Sega Master System.



Following on from the forward strides made by Capcom with SSF II Turbo, this version contains the same special attack energy bar, only now you can activate all that pent-up power at different levels. Level 1 will launch a special combo, but hold off your eagerness to inflict pain until the bar has reached level 3 and you'll find the end result much more devastating.

Street Fighter has slowly evolved from the original fighting game into a modern piece of nineties software, and perhaps it was the Alpha incarnations which were the most notably different versions, daring to stray from the tried and tested formula. The result is a game that ultimately loses the Street Fighter feel, yet the game mechanics are basically the same as always.

The new characters provide a long overdue injection of freshness which is expanded on during play with the emphasis on combination moves. Options wise there is more on offer within this release than the other two which share the box though that isn't saying very much. You can alter the game speed as well as have the choice to enter different modes of play such as survival mode and Akuma mode but that's about yer lot. If you're going to take a look at this latest SF release you'll probably find that this version is the only sensible reason for parting with your cash though the cost of the whole collection probably doesn't justify paying the money just for this.



Zangief meets the latest femme fatale to grace the world of Street Fighter and finds this teen dream too much to take

PROSCURE

GAME SF II Collection

GENRE Beat'em-up

SOFTWARE HOUSE Virgin

CONTACT 0171 368 2255

RELEASE DATE Out Now

PRICE £34.99

This may be quite a news flash if you happen to be of the Street Fighting persuasion, but I'm afraid you could well be left with that 'Retro games are shite' feeling. Yes, in its heyday Street Fighter was the mutt's nuts, but stripped of its EX Plus Alpha 3D jacket, this all looks a little on the puny side. However, this game seems to spawn die-hard fans from every walk of life, and if you fall into that category you're probably already wetting your knickers in anticipation. This collection is undoubtedly well stocked, but to be honest I can only see Alpha Gold getting any extended use with the other two versions thrown in just for the sake of nostalgia. Buy EX Plus Alpha instead.

JAMES CANNON

GRAPHICS 7

SOUND 6

GAMEPLAY 6

LASTABILITY 5



PAUL If you like Street Fighter you're laughing, if you don't you wouldn't buy this anyway. All the games are very similar so I'd suggest it's really for die-hard fans only. Go and get EX Plus Alpha instead if you must

JAY Three classics that most of you I'd wager, already own. Having them all on one CD however, is a lot easier than dragging your old SNES out of the attic and although dated, they still entertain like they used to

ANDY Probably the best known beat'em-up and certainly one of the most playable cross-platform fighting games ever made. But the problem is that the world just doesn't need another set of Street Fighter games

LEWIS You never really appreciate just how far games have advanced until you play an old favourite. Tekken and Soul Blade built upon the SF formula and bettered it many times over. Avoid this and wait for Tekken 3

Master the Bushido code or perish

*The thinking Samurai's fighting game
that's a cut, thrust, cleave, jab, slash above the rest.*

ブシド

BUSHIDO BLADE™

SQUARESOFT™



Theme Hospital

If the actions of Charlie and his pals over at Holby General aren't enough for you, maybe it's time to don your own white coat and show them how it should be done...



Helpful messages pop up from time to time to make your hospital run a little more efficiently than your current system

As soon as the National Lottery finishes on a Saturday, you know you're in for a treat. Dale Winton (or whichever two-bit celebrity they dig up) can patronise us all he wants about how it could have been us, but the second that show dies away we all know that Casualty is coming next. To get us through the week we can also tune into ER on a Wednesday and now, to pass up any medical drama free time we might have inbetween Peak Practise and Young Doctors, we'll soon be able to play this medical treat from English software giants Bullfrog.

It seems these days that all the major PC releases eventually come around to the PlayStation. Games like Theme Hospital, which

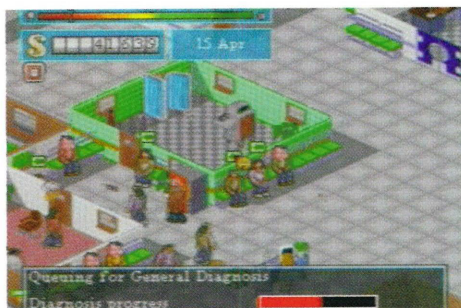
don't rely on wonderful graphics or sound, are easy to convert without a loss of quality yet they still tend to bring that extra air of PC slickness with them.

This is obviously a continuation of the Theme Park idea. The major change is that now you've got the job of General Manager and you have to make a success of it in order to progress on to bigger and better things.

Now this all sounds a bit too serious for its own good, but thankfully, the morbid fascination value has been totally removed by introducing patients with completely fictitious illnesses. How do you feel, for example, about having to treat somebody suffering from the well-known



Like all modern hospitals there is a healthy queue of people always waiting treatment from your underpaid doctors

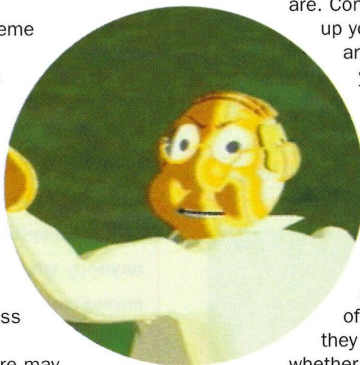


Various furniture is available depending on the different rooms. Not all is useful, but some is essential before you can open the room

symptom of Bloaty Head? It's a nasty sight all right, blokes with heads inflated like balloons. There's only one method of curing it and that's to build a Deflation Room, take your patient into it and wire their head up to a machine that pops it back down to normal size.

It's wacky stuff like this combined with other peculiar accidents and emergencies that really give Theme Hospital its own unique appeal. Other bizarre conditions include Invisibility as well as general fractures and the like. Every now and then a real emergency will crop up and you will be asked if you think you can deal with it. Can you really deal with a mass outbreak of King's Syndrome (where sufferers believe they're the incarnation of Elvis)? Success will send your reputation as a manager through the roof. Failure may well see you having funding removed. It's a calculated gamble, but once you know what you're doing it is usually worth it.

But before you get to grips with these knotty problems, you'll need to build-up your hospital from scratch. Firstly and most importantly, you must make sure you employ decent staff. A



receptionist will be your new patients' first port of call and it is vital to employ the best you can as she will direct the 'victims' to the correct department. Good doctors and surgeons are very difficult to come across, but once you have a few they are well worth keeping happy. The

better your doctor, the more efficient they are. Consultants are also able to train up your junior medical staff so they are definitely worth getting when you're starting out.

Before a patient can be treated they obviously have to be diagnosed. Diagnosis rooms solve these problems as do GP's offices. By the time a patient has been to both of these departments your trained medical staff should have a fairly good idea of how to treat the casualty. If they aren't sure you will be asked whether you wish to continue a potential treatment and what risk the action holds. Dead patients don't do you or the hospital any good. Get too many stiffies on your books and people are going to want to travel elsewhere to rival hospitals. As the only way to complete a level is by curing a certain number of patients, driving them away is obviously going to cause



Things are getting busier and you've had to employ a second receptionist to deal with the extra custom your hospital is getting

DOCTORS DO LITTLE

The Calendar bar helps you keep track of your funds as well as how well your hospital is doing in the public's perception of you

By strategic planning a well-placed drinks machine can generate tonnes of extra income

Detailed information can be called up on any patient at any time and you can see how well their treatment is progressing

The Diagnosis Room is one of the first ports of call for any sick boy or girl who's stupid enough to come into your hospital



Tucked away in the top corner of the screen is your ward where the very sick will be admitted for further long-term treatment. Make sure you always have enough beds

An unstaffed room is wasted space, but it may be that your doctor is just too tired to work efficiently

A healthy queue may mean that people obviously want to come to your hospital, but how long will it be before they leave frustrated?

Symbols will appear over patient's heads to let you know how they are feeling



Theme Hospital

► you untold problems in the future.

Once a patient has been diagnosed with an illness you can actually cure, they will make their way to the appropriate treatment rooms assuming you have one built. If you don't they will just leave disgruntled, again damaging your reputation. However, if you do have a treatment room somewhere in your facility, they will trot off and join the queue for treatment. It is vitally important to make this waiting time as pleasant as possible or they will again storm out or possibly even die.

Waiting times can be made more endurable by providing seating, drinks machines and the like. Having numerous cleaning staff pottering around the hospital will also help to keep the environment pleasant, especially after a few

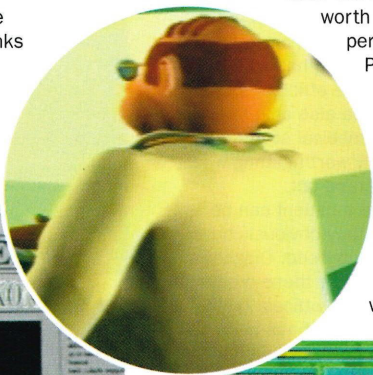
of the sickies have chucked up everywhere.

As with the real life NHS, your medical staff are expected to work ridiculous hours for little money. It follows suit then that they'll also get knackered and need space to chill out, so a comfy staff room packed full of amenities is important. If things go wrong and you suddenly find all your doctors and nurses relaxing when you need someone to be on the wards, then you can always click on them and drop them back to work (although they will still be under-achieving because they haven't fully recovered).

At the end of the day, Theme Hospital is jam-packed with things to do and discover. My one complaint is that the control system does lend

itself more to a mouse, so it's worth investing in yet another peripheral for your

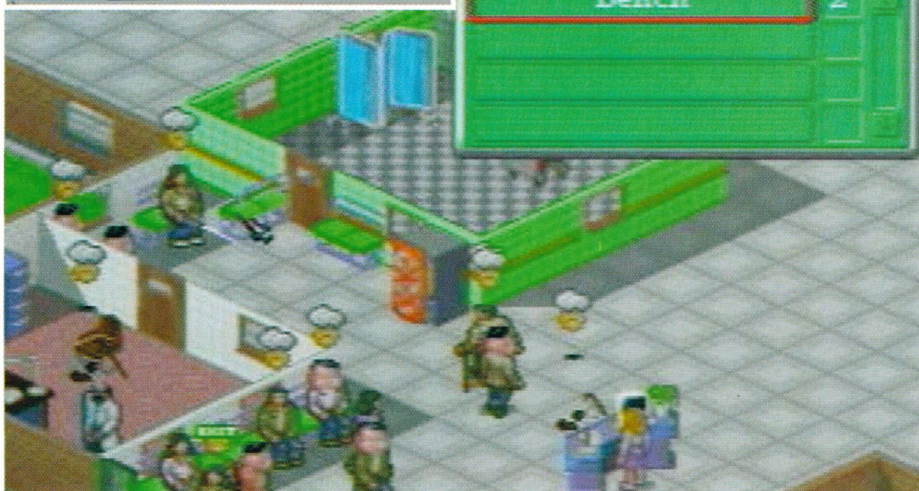
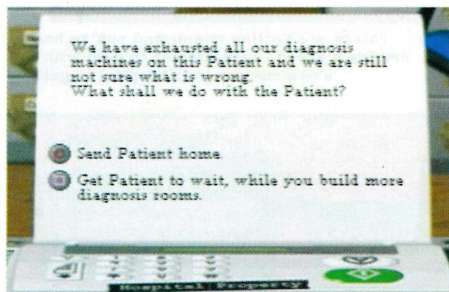
PlayStation if you're thinking of buying this game. Competition wise there are a lot of God games available, but this is certainly one of the more light-hearted and enjoyable ones that we've had in the office for a good long while. Take a look.



At the end of a level you will be informed how you did via the local newspaper. As you can see, here you haven't been very successful



Room design is a key aspect of Theme Hospital. Too small and your workers won't be happy, too large and you'll run out of space



PROSCURE

GAME Theme Hospital

GENRE Strategy

SOFTWARE HOUSE Electronic Arts

CONTACT 01753 549442

RELEASE DATE Out Now

PRICE £34.99

I played Theme Hospital for a long time on my PC and this PlayStation version is certainly up to the same high standards. I couldn't get our mouse to work and was lumbered with the joypad mode, but besides that hiccup everything else worked well. The tutorial leads you nicely into the game at a gentle pace, however, once the action hots up you will have to keep your eyes on a million things at once. Theme Hospital comes recommended to anybody who likes this kind of management/God simulation. So if you're a sports game freak then maybe this won't be for you. But if you do fancy yourself as a bit of a George Clooney (ooh you are!), then go buy this and broaden your mind.

BY PAUL MCNALLY

GRAPHICS 7.5

SOUND 7

GAMEPLAY 8.5

LASTABILITY 8.5

8½

JAY Those of you who enjoyed the delights of Theme Park will love this medical excursion to bits. Massively enthralling and hugely playable, Theme Hospital should be put on your software waiting list immediately

ANDY How anyone can make illness a humorous and enjoyable experience is beyond me, but this is what Theme Hospital does. It's time consuming, engrossing and more than capable of keeping an appointment

LEWIS You're gonna need a lot of time and patience (ahem) to get the best out of this game. Management sims can be a bit too slow for my taste, but there's a lot of humour here and the epidemics are frantic and fun

JAMES Much the same as Theme Park with a greater injection of humour this time. This is Carry On Doctor where you call the shots and if you have the patience and the interest you'll find Theme Hospital a peak practice



brahma FORCE



"Crushes the boundaries of Doom, offering a fresh twist on the established genre in a whirlwind of originality."

90%
PlayStation

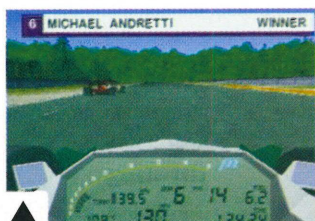
JVC



JALECO

Newman-Haas Racing

In the coming months the world will not be short of new racing games. Thankfully, adrenaline dealers Psygnosis have made sure this has the speed and reliability to make the distance



▲ Michael Andretti finds his niche in Indy Car after driving like a girl in Formula One



In terms of racing games Psygnosis are no slouches. Their rubber burning production line has just about covered every PlayStation racing genre you can imagine. Just think of the Destruction Derby duo, the wipEout wonders and the ground-breaking F1 titles. Oh, and of course there's Speedster.

So here they are trying to entice us down the shops once more to fork out the readies for their latest racing beast. As you'd expect from an Indy racer it's a mixed bag, containing super fast cars, tight corners and the one thing that irritates the hell out of me; those damn dome circuits.

While this can only be expected to keep in with the realism of the Indy racing circuits, when you have to do well over a hundred laps of a circuit offering as much interest and challenge as a weekend of gardening then you do tend to lose a little of your enthusiasm.

Thankfully, it's not all bad news for budding speed freaks as there are real circuits where your driving skills will be tested to the limit (instead of driving

round a sink basin). And when you race one of these circuits, Newman-Haas is as gripping as its obvious inspiration Formula One '97.

The Newman-Haas team are major players in Indy Car, being the equivalent of Williams in Formula One, and the American buyers will no doubt fall over themselves to buy this. But for us uninitiated Brits, Indy Car will always be looked upon as the poor cousin to F1, where endurance and a massive number of laps are preferable to the slower but more interesting circuits of Formula One.

In Newman-Haas Racing the cars have the speed and handling of the F1 cars we are used to, but instead of Murray Walker and Martin Brundle chatting away to each other over the proceedings we now have the commentary Yank-style from a pair of 'Aww shucks Maa' type American commentators. Their cries and comments as you race add greatly to the authentic American feel of the game, providing a different flavour from the manic screaming of Murray 'I'm having an enema' Walker and the dulcet tones of Mr Brundle.

The main game engine is exactly same as F1 '97, so fans of the ultimate racer will understandably be far from disappointed with



▲ The pit stops are second to none with the crew busy changing your tyres or repairing any minor damage. Just sit back and let them do all the work for you before heading back out miles behind the competition



▲ Can you get past this fella before you cross the finish line? Well you have every chance if you get in his airflow, reducing your wind resistance, and put that pedal to the metal

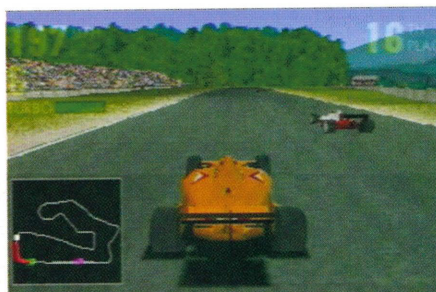


Newman-Haas which is essentially a rehash. All of the car set-up options, race lengths and the usual single race or championship modes are in here and it's no surprise that these too work in much the same way as the F1 equivalents.

You can boost your confidence as you play by beginning on the novice level and building up to the Superstar level by which time you should be pushing Michael Andretti to the limit through each and every round. In total there are 15 tracks for you to give it your all on, 11 of which are licensed so they're true to life (as if we'd know the difference). And the circuits themselves do vary from ovals to street circuits and permanent circuits, so the variation in the racing conditions is challenging.

Also included to add to the realism are 16 of the current drivers who pit their wits against each other over the Americas and Australasia. Perhaps the most important inclusion for Indy freaks is that of the Firebird test track, which has never appeared in a computer game before. It may look like just another circuit to most, but there will be people out there who will be falling over themselves to shred a few tyres around that circuit. And this can only mean a visit to the dreaded pits.

Thankfully the pits in Newman-Haas are highly impressive. You are put in complete control of the downforce specifications, tyre pressure and much more. As you pull into the pits the view changes so you just



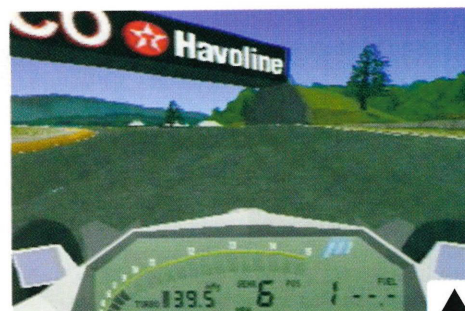
sit back and view the busy pit crew quickly replacing your smoking tyres, and if necessary they'll even fit a new nose cone to your struggling car.

Back out on the circuit the racing is actually relatively simple. Whereas F1 circuits tend to drain even the toughest driver, Indy tracks do the same with their sheer number of laps. It's not the circuits which test you it's whether you can concentrate for long enough on the job at hand. It's not so much a sprint as a marathon.

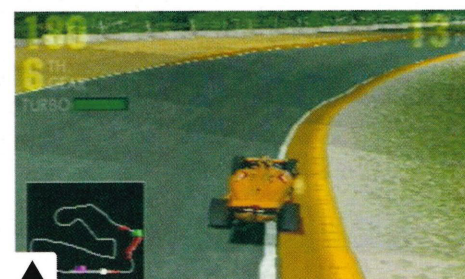
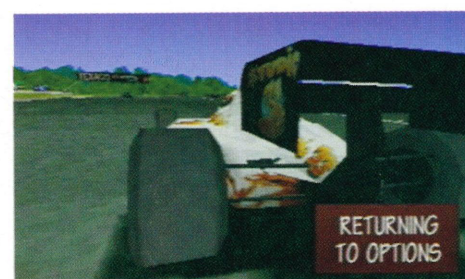
Another plus point which is worth mentioning is the handling of the cars themselves. Although they're all ultra quick modern racing machines on circuits which are usually very narrow, these are some of the most responsive cars you could ever hope to control. Obviously the more you play, the more you will understand the characteristics of your car, but even for a novice it's possible to hammer 'round the circuits at a great pace – a major plus for any racing buff.

For fans of two-player madness there's no need to worry since a split-screen race also throws a little more into the boiling pot and gives you the chance to challenge one of your friends on any of the circuits.

While on the whole most aspects of Newman-Haas are highly polished, it does seem to lack a lasting challenge, even on ▶



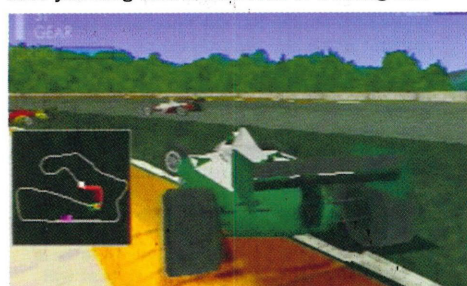
One of the many views you can choose. In this view however, you actually view the circuit as the driver does. And he can barely see the end of his nose



Getting the best racing line is crucial. Use every inch of track to your advantage and slam the throttle once you've passed the apex of the turn



Some of the views severely hamper your line of sight and don't really add to the realism. How often have you hung onto the aerofoil of a racing car?





Newman-Haas Racing

► Superstar setting, and this can't be a good thing. If however, we were grading this on speed, playability and enjoyment, then this would be a difficult one to beat. Maybe the reason lies in the fact that the F1 games were so awesome that when the engine is used for something a little different it's a case of seen it all before.

Probably the best way to put Newman-Haas into perspective is by using a motor racing example. Think of the impact Michael Andretti

made in Formula One. Michael Andretti is a top Indy Car driver who failed to make any impact on F1. Now think of Nigel Mansell who went from F1 over to Indy Car and showed them all how it should be done. Nuff said.



PROSCORE

GAME Newman-Haas Racing
GENRE Racing
SOFTWARE HOUSE Psygnosis
CONTACT 0151 282 5000
RELEASE DATE March
PRICE £44.99

Indy Car is one of those sports which just hasn't taken off in Europe (I think it has something to do with those bloody dome circuits), but it is big business in the USA. Many Formula 1 drivers head over to the land of opportunity once they've won everything (or just can't hack it) in F1. And that's pretty much what Psygnosis have done here, taking their winning formula over to the American Indy Car market because they've cleaned up in Formula 1. While Psygnosis' Newman-Haas Racing is a close rival to the Formula 1 releases, it probably lands somewhere between the two, having more speed than F1, but less depth than its '97 update. It's a worthy racing addition, but no F1 '97 beater

BY ANDY SHARP

GRAPHICS 8

SOUND 8

GAMEPLAY 9

LASTABILITY 8



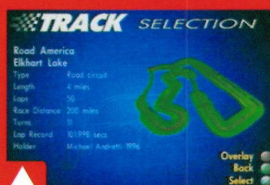
PAUL As a follow-up to F1 '97 this does the job. Again you have to be prepared to get your hands mucky by changing suspensions and the like, so if you're a grease monkey then buy either this or Gran Turismo in May

JAY Too mechanically-anal for my liking, and I can't see the point of buying this if you already have either of Psygnosis' F1 titles. True-to-life it may be, but I prefer to just put my foot down and steer thank you very much

LEWIS Whilst Newman-Haas looks and plays slicker than a Jeremy Clarkson one-liner, I really don't have the stamina to thunder 'round the bottom of a mixing bowl for 300 laps. If you already have F1 '97 don't bother

JAMES This has neither the technical depth or the romance of F1. But apart from the ropery commentary the game proves to be a heady mix of speed and cornering that will appease the appetite of any racing fan

WHAT NO DOMES?



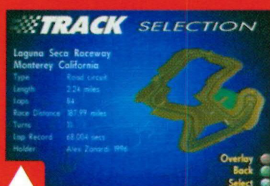
You only need to do 50 laps of this long and exciting circuit. Makes a change for Indy Car racing in general



A very quick circuit indeed where some considerable stamina is needed to last out the 107 laps



Why people aren't surfing round here isn't a mystery. They can't cross the road due to the cars blasting past



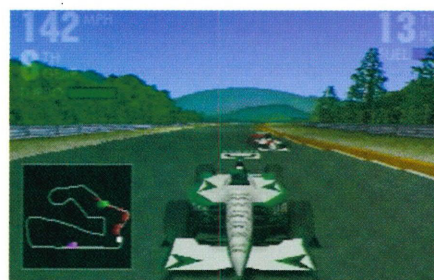
Yet another road circuit to test the drivers to the limit. Only 84 laps of this medium sized circuit



A short circuit can only mean one thing. A mind numbingly large number of laps to complete to finish



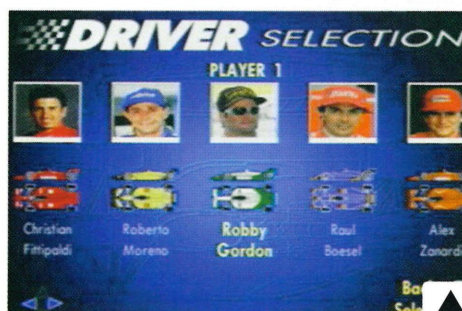
This is a tricky street circuit which has many tight turns and long straights. Overtaking is a little tricky however



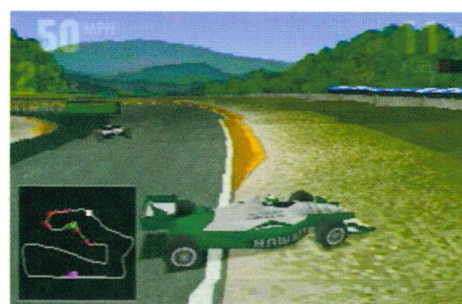
GENRE COMPARISON

Game Formula One
Software House Psygnosis

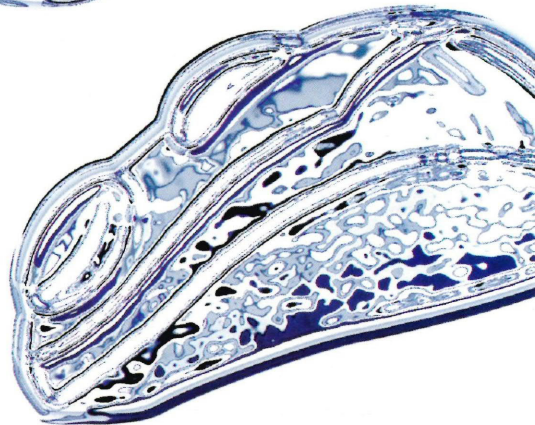
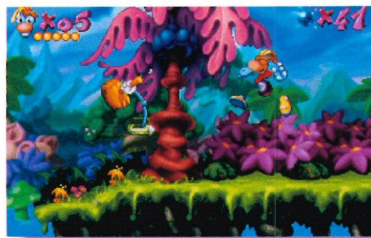
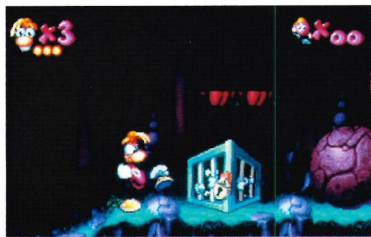
The original racer blew away the competition and still impresses after all this time. The sequel is a step up from this, but the original set a standard for all others to follow. Newman-Haas is very similar in almost every department, so its bound to appeal to much the same crowd. The engine in F1 has been put to good use since the original and each and every game has stood the test of time. None more so than this true racing classic. You must own one of these games!



Some of the current drivers and their teams all lined up for you to choose from. Some drivers will be familiar to you from their F1 days



RAYMAN JUST TURNED PLATINUM!

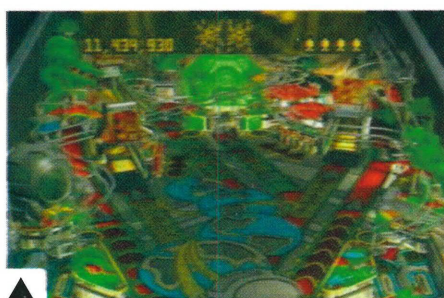


RAYMAN
Ubi Soft
ENTERTAINMENT

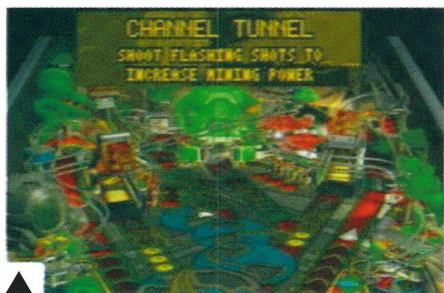
There's never been a platform game like it. When Rayman came out in 1995, it scored more than 90% from all the main magazines and raced to the top of the charts. Now Rayman's back on the PlayStation in a new budget priced Platinum version. Miss it and turn green.

Pro Pinball: Timeshock!

Pick up your nuts and remove your drink from the table. I've just dropped a quid in the slot and I ain't goin' home 'til I'm a pinball wizard



▲ This is the table in video mode where the idea is to travel through a tunnel avoiding any mines whilst collecting all of the bonuses on offer

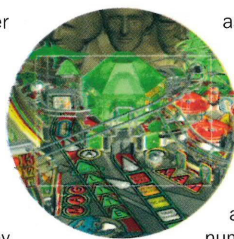


▲ Shoot specific shots and you'll further your mining progress, uncovering historical artifacts and more bonus items

When I was a young boy I never played the silver ball. I've never been to Brighton, and the only trips I've made to Soho were very late at night, and they weren't to roll silver balls, if you know what I mean. I'm not deaf and neither am I dumb nor blind and I sure as hell can't play a mean pinball. But whenever pinball games pop up in any conversation I bet you'll be hard pushed to find anyone who isn't humming The Who's classic tune about a kid called Tommy. And I'm no different. I've had that bleedin' song stuck in my head for days now and I'll be buggered if this game was going to get a write up without a few lyrics finding their way into the review!

Now I've got that little bug out of my system I'd better crack on, because however timeless that song maybe, videogames aren't. Well not all of them anyway. Timeshock!, however, is a little different. The game, though obviously a pinball simulation, is based around a quest. Apparently an experiment in the future with a Time Crystal has gone horribly wrong and the crystal has shattered, sending a shockwave back along the timelines toward present day. If this 'Timeshock' reaches the dawn of time the universe will be destroyed, meaning the end of all life and no extra continues, which is a bit of a bummer.

Timeshock itself is a bit of an involving affair



as the playing mechanics of the game are a little more complicated than your usual flip and score approach.

Basically there are four different crystal fragments hanging about in four different time zones and you'll need to visit each zone to complete your crystal. However, to enable access to these zones requires a number of pieces of Tachyonium (I could explain but do you really want to make this more complicated than it already is?).

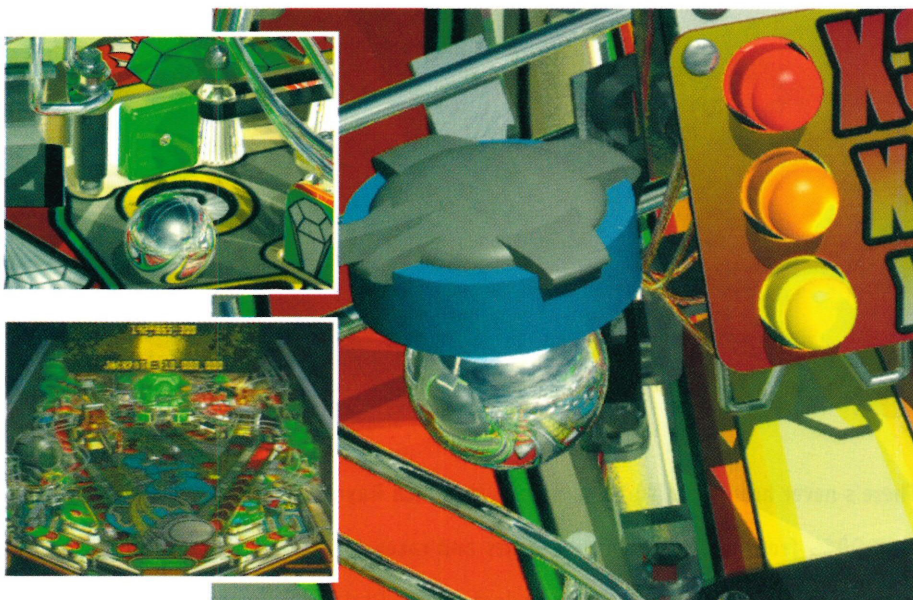
To get the Tachyonium you need to search across different continents before activating the Time Drive which I assure you is easier said than done. When all of the fragments are collected the idea is to travel to the dawn of time and create an anti-shock to counter the effects of the original shock, though if this was left in my hands we'd all be kissing our asses goodbye right about now.

This is a tough game. Maybe it's just me, but I've been having a right bastard of a time trying to figure out the best ways of reaching the different parts of the table with very little success, hence the amount of expletives you've already come across.

I haven't even managed to secure a single fragment yet, though not for the want of trying I can tell you. I guess what I'm saying here is that there are hours of gameplay knocking about between the flippers in this game, and the best thing about it is you don't need to be a fan of tables, flippers and flashing lights to get into it. The reason for this is due to the way the storyline is linked into the gameplay. I've never experienced such an interactive pinball set-up before. Above the playing area you'll notice an authentically mono coloured screen which serves not only to display your score, but it also illustrates the journeys which you'll undertake back and forth through time.

I mentioned earlier how you'll need to find pieces of Tachyonium from different continents to activate the time drive. To do this requires activating the exploration feature of the game which turns it all into a simultaneous pinball and video challenge. The mono display will whisk you through time and set a challenge, whether it be mining the Channel Tunnel, avoiding a Dinosaur stampede or climbing Mount Rushmore. To complete the challenge requires precision, skill and lots of practice as the events on the mono screen are determined by your pinball shooting.

Now it maybe that I'm a little rusty where old pinball games are concerned, but this element of gameplay seemed refreshingly new to me,





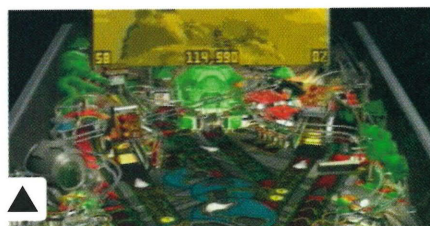
and for a couple of hours it was totally addictive. It really did drive me forward in a vain attempt to find success. The fact that I was left feeling like a castrated donkey each time I played didn't matter as the originality of the game, and the time it took me to pick up on the rules, meant that the process of being eased into the action remained stimulating.

Now you'll be wanting to know about the graphics, and as you can see from the screenshots they're quite sharply done, and the movement off the ball is about as realistic as you're going to get on any sim. So real that I often found myself trying to balance my pint on top of the monitor whilst looking for the ashtray.

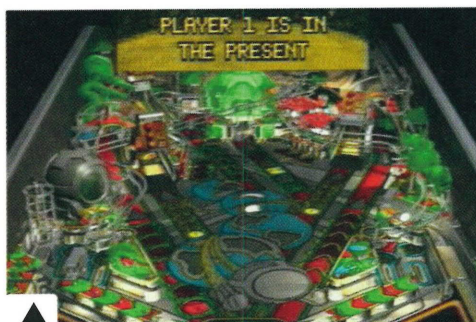
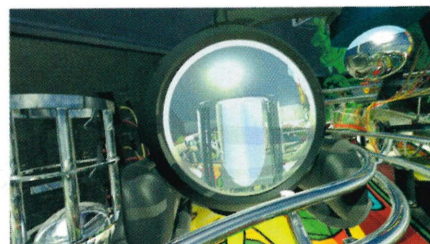
The tunes that pump out of the screen really give you that feeling of playing in the comfort of your own local and encourage the taste of pinball wizardry. However, it must be said that for all of the game's intricate play it is desperately in need of a couple of more tables, just to break it all up. As you now know, playing Pro Pinball Timeshock from start to finish isn't going to be a quick affair, but staring at the same playing area for a lengthy amount of time stinks of blandness in my book.

A small selection of alternate tables would have been a welcome option. Still, on the whole I'd have to say Pro Pinball: Timeshock! is just about the most realistic pinball sim I've come across, and it's welcoming to find something a little different from the norm that has been executed so well. But for all of Timeshock's good qualities there isn't really anything in here to entertain anyone who isn't a fan of pinball.

At the end of the day it is a pinball game, and if flippers and shiny spheres don't tickle your particular fancy then there's nothing that I can say about Timeshock that'll change your mind. If, however, juggling balls on a table is your idea of a good time then you'd be hard pushed to find a more realistic and challenging game.



Here we see the exploration of Mount Rushmore. Again you'll need to shoot specific shots to progress. Accurate shooting should see a guy on a rope scaling the world famous landmark



Travel through the different time zones to find each of the crystal pieces before returning to the dawn of time to create the anti-shock. Then you'll save the world, and we'll love you



PROSCORE

GAME Pro Pinball: Timeshock!

GENRE Miscellaneous

SOFTWARE HOUSE Empire

CONTACT 0151 282 3000

RELEASE DATE Out Now

PRICE £44.99

I can't really say that I'm a great fan of pinball. For me a pinball machine is somewhere to rest your pint whilst opening a bag of smoky bacon crisps, but credit where credit's due, this is an excellent sim. It looks the part and handles perfectly, but unfortunately, for all of it's complex and involving gameplay, the fact that everything happens on a single table is a bit of a disappointment. I repeatedly found myself yearning for something else to look at which is obviously not a feeling that you want to experience after spending cash. That said, as pinball games go you'd be hard pushed to find a game that recreates the real thing as accurately as this.

BY JAMES CANNON

GRAPHICS 8 **SOUND** 8 **GAMEPLAY** 7 **LASTABILITY** 6 **7 1/2**

PAUL About as realistic as you can get with videogame pinball and to that end it's really quite good. You can never get the same feeling as playing it for real though but that's the nature of the beast I guess

JAY Not something I'd buy myself, as I find the longevity of it highly doubtful. It does handle really nicely though and can be fun for a while, but I'd certainly advise you to try it before you starting whipping out your wad

ANDY Pinball is best played in a smoky pub. And that's about it. If on the other hand you're skint and can't afford said night out then you may find this a great rental alternative. But only for a short while

LEWIS This is a superb recreation of the real thing down to the last detail. Unfortunately, I'd rather spend 20p down the pub and have a few pints, than buy this for my PlayStation. What's next? Pub skittles?

REVIEW

Jet Rider 2

Strap yourself in for Sony's latest instalment of its high flying futuristic bike racing extravaganza. You'd probably run away otherwise...



▲ **Cornering can be tricky, especially when the race track is made from the ruins of a city after an earthquake, but the grapple points help immensely**



▲ **The two player mode is an essential part of any race game, but it fails to add any real clout to what is an average racer. It kind of feels like Road Rash, but without the bruising action**

Sony's first foray into all-terrain hover bike racing was a bit of a drab affair to be honest. It was a game that can best be described as a stop gap, something to fill in the time when the ad break interrupts Jerry Springer. It was playable for a short length of time, but the lack of any kind of polish was so obvious that anyone who had bought the game would be cursing the magazine that recommended buying it after only a few minutes of play. But here was Sony's opportunity to take a fresh approach in the design shop, and turn a slimy frog into the prince that it could have been.

You may be under the impression that Sony have heeded the criticisms levelled at the first Jet Rider title and, being the innovators that they are, have undertaken the necessary measures to turn the sequel into a re-vamped engine-screeching improvement. I mean, this was their opportunity to overhaul what was always a promising idea and turn it into a quality product.



However, Sony have been extremely busy putting the final touches to the monstrous driving simulator Gran Turismo, and it seems that the five years devoted to GT has meant that there just wasn't enough time to perform the necessary nip and tuck treatment to Jet Rider. Instead, Sony have stuck in a few different tracks, put a great big no. 2 on the box (a real number 2, nothing to do with the bowel movement) and re-released the

same game. I suppose that's a little harsh, but that's the main impression this sequel had on me. Obviously it isn't the same game and there have been a few changes, but I'll give a fiver to anyone who buys the game and is instantly amazed at how much of an improvement this is compared with the original title.

Graphically it's a below par performance. I've already had a little dig at Sony for not setting standards, which is a little

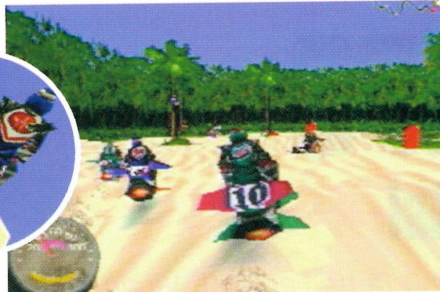
unfair as the aforementioned Gran Turismo is far and away the greatest driving game on any format ever.

However, Jet Rider 2 is just a poor relation by comparison. The characters and their craft have a rough appearance as does the trackside scenery. Fair enough, there have been the expected refinements, but the general look of



◀ **You can see from the screenshots that the tracks are quite varied. Races take place on concrete, sand, water and even molten lava**





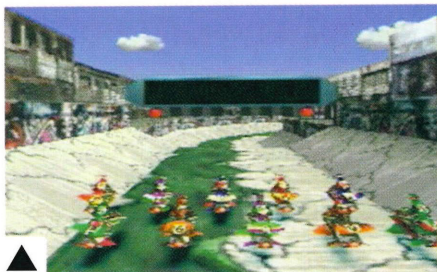
the game is identical to its earlier incarnation.

The control system remains the same as with the first title too, and it was a plus to find that driving the Jet bikes was a less erratic affair than before, but this all depends on which bike you choose to pilot. I'm not what you'd call a gluten for punishment. I like the easy route in life, so why make it harder for yourself?

Consequently, my choice of racer obviously stood me in good stead. You don't have to be a genius to realise that selecting a vehicle and driver with less impressive stats would have given the game more of an edge in terms of the challenge on offer, but what's the point of that? In the long term it makes for more playability, but the amount of sustained D-pad action that's on offer here is open to debate.

Gameplay wise there's a healthy mix of options to choose from which is always a plus in any racing game. Take on the full season mode to race all of the other competitors over a series of tracks. There are three initially, but if you show the steel to deal with these then you'll be able to progress further into the season and onto some of the stiffer challenges. Go for the custom circuit option to choose from the available tracks and combine them into your own season of races, scoring points for your finishing position or finishing time. There's single track race as well as a split-screen mode for two-player fun, an element of racing games that has been overlooked so often in the past, but is now most definitely an essential requirement for any self respecting racer.

In sum, and being fair, I'd have to say that this is an improvement on Sony's initial Jet Riding game. However, the improvement is only a slight one and when you consider the time taken to produce this sequel there really should have been more cosmetic surgery dished out from Sony's surgeon general, rather than the keyhole stuff that their resident quack has administered here. If you enjoyed the first Jet Rider release and have been waiting for this one I'm afraid there's nothing new to see, it's a case of more of the same which makes it difficult to recommend (it is a sequel after all, and we expect a little more from follow-ups here at Pro). And with the awesome Gran Turismo approaching the grid it's going to be a hard year for any other racing game; simulation, arcade or other. Enjoyable in the short-term, but there's nothing of real substance here that would justify devoting any serious effort.



In season mode points are awarded for finishing position and a high score is required to advance onto the more difficult later circuits

PROSCORE

GAME Jet Rider 2

GENRE Racing

SOFTWARE HOUSE Sony

CONTACT 0171 447 1600

RELEASE DATE Out Now

PRICE £39.99

As one of the early racing games to be launched on the PlayStation, the initial Jet Rider game was a grave disappointment, and we were all hoping that the second edition would be a game more in keeping with the quality titles that have come our way over the past few months. However, the reality is that Sony haven't strayed far enough from the original formula. Instead they've embraced it and produced a virtual carbon copy that has about the same meagre appeal as the first game. Average graphics combined with very average gameplay does nothing for me I'm afraid. It's good for a quickie, but ultimately destined to collect dust. Jet Rider 2 is an poor title that won't keep you busy for too long.

BY JAMES CANNON

GRAPHICS 6

SOUND 5

GAMEPLAY 5

LASTABILITY 5

5

PAUL Not into this at all. The tracks are terrible and you never seem to have any idea of the way to go unless you're the bloody programmer. With a little more thought it could have been okay, but it isn't. So there

JAY I didn't like the original and this sequel hasn't swayed my opinion in the slightest. Wave Race it ain't and I thought Sony would have ditched this lame dog ages ago. Saying that, the Yanks are bound to love it. Knobs

ANDY The world would be a much better place if the original Jet Rider had never reared its ugly head. Although this is a slight improvement in almost every department it still doesn't amount to much

LEWIS Surely this is a Nintendo product distributed to discredit the PlayStation? Poor graphics, an almost uncontrollable bike and a set of tracks designed by a chicken with a pen taped to its arse. Don't even rent this

EASY RIDERS



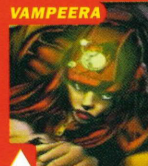
A seasoned vet who knows all of the best tricks



A former stunt woman with a taste for danger



Races hard and parties hard. Wouldn't you?



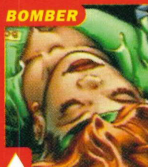
Nobody has ever seen her in a rear view mirror



Geeky rider with a sound knowledge of race techniques



Cool as ice, but craves success at any price



A master mechanic with a souped up bike



Not the fastest rider but has cat-like reflexes



Fast off the blocks with good manoeuvrability

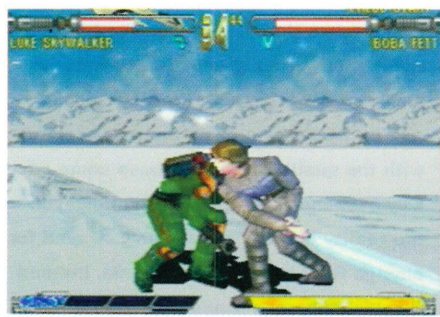


A true techno junkie with a cold race philosophy

Star Wars

Masters Of Teräs Käsi

Kick the crap out of Darth Vader and Boba Fett with Virgin's latest beat'em-up, though I suggest you let the Wookiee win, if you value the use of your arms



A long time ago in a galaxy far, far away... Dah, da dah dah, dah da dah, da da da daah, dadda da daaah. Shit, why don't we have pages that play music? Something like those crappy cards that play 'Happy Birthday' would do it. This would be so much better with the theme tune blasting out of the pages and the text scrolling away into the distance as it does when Masters of Teräs Käsi kicks in. Let's get this straight right now, I'm a BIG Star Wars fan. Oh yes, that's right. I am a Jedi Master as my father was before me, and you'd be foolish to underestimate the power of my Force.

This game is going to sell by the bucket load, it'll shift faster than the Millennium Falcon making the jump to light speed, make no mistake about that. The reason being it shares the same authentic Star Wars feel that accompanied Super Star Wars on the SNES. Only this time the characters are presented in glorious 3D polygons; and what treats they are. Star Wars fan or not, once you hear the dull buzz of Skywalker's lightsaber you'll feel the Force welling up inside you, flowing with the cosmic energy that binds the universe together. And in this game you'll finally get the chance to put Darth Vader, with his wispy bronchial breath, firmly in his place.

Now don't get me wrong, all credit to Luke for realising his father still had good left in him, and respect to the guy (hammy acting or not) for rescuing the poor sod from the collapsing Death Star. But no one has ever taken Lord Vader outside for a ruck and spanked his blackened helmet. At last the chance has arrived for budding Jedi Knights to do just that with Virgin's excellent romp through the trilogy.

"But it's just another Star Wars game" I hear you cry. Well that's quite an astute observation, well done. But don't tar this game with the same brush as some of the standard



▲ You can be armed with the coolest weapon in the world, but it won't stop you from getting a nice crack about the head from a Tusken Raider



Hoar drops a smelly one in the Dagobah System and Boba Fett collapses, stifled by the dark stench from this sandperson's Y-fronts



platformers that have popped up on the PlayStation. The true essence of Star Wars has always been the titanic battle between ultimate good and ultimate evil and this struggle for victory has never been fully realised in any Star Wars release until now. You know how fighting games work; they get under your skin and arouse determination so deep that you end up actually hating some of your opponents. Well any avid Star Wars fan loading in Masters Of Teräs Kāsi won't need an invitation to get aggressive, and you'll all be glad to hear that it performs amazingly well too.

But first let's find out the reasons behind this rumble fest. In true keeping with George Lucas' regression through the series to make the three chapters of the story that precede the original Star Wars, Masters of Teräs Kāsi also takes us on a journey back in time. Though some of the characters and settings in the game don't appear until the later movies, the story unfolds after the rebel alliance's first attack on the Death Star took place.

With the Galactic Empire still reeling from the loss of their battle station, the Emperor has

ordered swift retribution. Vader, eager to please his master, has employed the services of a young female assassin named Arden Lyn. Her skills as a master of the ancient fighting form known as Teräs Kāsi have impressed Vader and he believes she has the potential to be the downfall of the rebels and can also help him turn his son to the dark side of the Force. And so we have the stage for an almighty rumble of galactic proportions.

Now this may all be coming across with a bit of a biased edge to it. Believe me, nobody would have been more disappointed if this game had turned out to be one huge pile of Rancor doodle, but as it is I'm pleasantly impressed. There are eight characters at your disposal to begin with, but a little experimentation and fighting success you should see the stock characters becoming more plentiful.

Graphically, it's all rather impressive stuff too. There's a totally ream intro to whet the appetite and the characters' have the all important attention to detail that buyers really appreciate, such as the costume changes, sampled voices and sounds, and the out of focus flicker that happens to Luke's lightsaber when he wields

GENRE COMPARISON

Game Tekken 2
Software House Namco

The king of the beat'em-ups has no rivals and unfortunately Masters of Teräs Kāsi fails to kick its ass too. Never the less it's still a wet dream for Star Wars fans and will have the rest of the game playing world creaming too. A worthy addition to anyone's game collection

"Bring Captain Solo and the Wookie to me, there is need for them aboard the Death Star, as life sized targets for lightsabre practice"

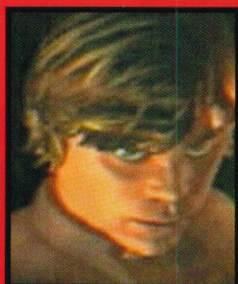


"Aren't you a little short for a Storm Trooper?" Arden Lyn kicks Imperial butt on the landing deck of Cloud City. Boba Fett's ship swoops in and docks in the background



YOU WILL TURN TO THE DARK SIDE OF THE FORCE

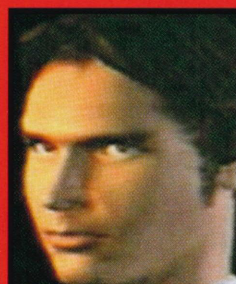
Note: (L1-L4) indicates number of power bars needed for each move



**LUKE
SKYWALKER**



Jedi Blade Throw (L2-L4) ◀↘↓↗▶
Jedi Ground Stab ↑■ or ↑▲
Figure Eight Swing ◀■+▲
Jedi Pprecision Slicing ↓↗▶●●●
Lightsabre Double Cut ➡↓↗▶●●
Saber Sweep (L1) ➡↓↗▶■
Hip Toss ■+●



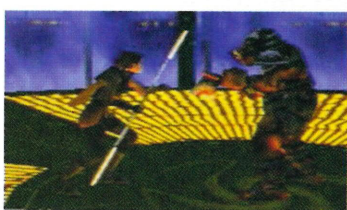
HAN SOLO



Jump Uppercut ➡↓↗▶■
Defense Seeker ◀◀▶▲
Axe Kick ➡▶×
Triple Uppercut ↓■▲▲
S.Uppers (L2) ↓↓■▲▶▲
D.Extreme (L4) ↓↗▶↓↗▶▲
Angle Shot ◀◀▶■



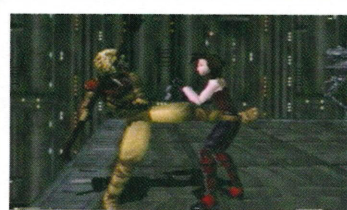
**LEIA
ORGANA**



Thermal Detonator (L1) ➡▶▲
Aerial Cartwheel ➡▶×
Staff Uppercut ➡↓↗▶●●
Super Staff Spear ◀◀▶■
Double Staff Thrust ➡▶●●●
Super Staff Double Strike ◀◀▶▲
Super Combo ●■××●×●▲



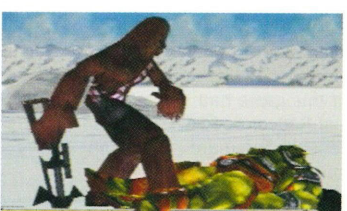
HOAR



One Two + Flip Kick ■▲×
Staff Uppercut ➡↓↗▶▲
Gaffi Downswing + Super (L2) ➡▶▶▲
Hoar Gaffi Spin ↓↗▶●●
Impaler ▲+×
Gaffi Uppercut Combo ➡↓↗▶▲▲
Gaffi Cross Backhand ■●●



CHEWBACCA



Hammer Punch ◀▶▲
Super Two Fist Uppercut (L1) ↓↓■+▲
Gorilla Slap ➡▶+▲
1-2 Super Attack (L1) ◀◀▶▲▲
Crouching Straight Shot ↓↗▶▲
Super Blaster (L1) ↓↗▶■+▲
Scatter Shot (L2) ↓↓▲



THOK



Rolling Uppercut ➡▶↓↗●
Shockwave Butt Drop (L1) ↓↓↓×
Growth ↓↓↓
Flaming Axe Uppercut (L1) ➡▶↓↗▶×
Bear Hug ▲+×
Berserker Combo ●■▲■●■●▲●●
Shoulder Slam (running) ➡▶or▲



**BOBA
FETT**



Flying Torpedo ↓↗▶(■+▲)repeatedly
Jetpack Kick ➡▶●
Double Spin Backhand ↓↗▶▲
Flame Thrower(L1) ◀◀↓↗▶■
Rocket Shot Volley (L4) ➡▶↓↗▶■
Rocket Shot (L2) ↓↓▲
Super Combo ▲×■▲■▲■▲×



**ARDEN
LYN**



High Power Punch (L1) ◀◀↓↗▶▲
Head Box Attack ◀◀■+▲
Sonic Blast (L1) ◀▶▲
Rising Axe Kick ➡▶↓↗▶●
Power Rolling Upper (L1) ◀◀↓↗▶■
Scorpion Throw ▲+×
Teras Kasi Combo ➡▶●▲■▲■



► it at speed. Other delights are there to be uncovered as you progress, such as Luke's crashed X-Wing as a backdrop and Darth Vader's 'grab' move where he makes no physical contact, but instead uses the Force to lift his opponent from the floor before choking them in mid air. But the true test of any fighting game is in the way it plays, and all of this Star Wars excellence could easily have been wasted if the game's engine wasn't up to standard. But I sit here with my fears of a Star Wars stink to rival the stench of the Dagobah System well and truly appeased.

Masters Of Teräs Kāsi (sounds like a row of loos doesn't it?) handles at a pretty impressive rate, which is now a prerequisite for any beat'em-up that is going to do well in the shops. But the most impressive thing about the game is the sheer quantity of moves and combos available, which I honestly wasn't expecting to see. In my opinion a lot of Star Wars games deserve to spend an eternity frozen in carbonite and I expected this to be no exception, but it really is a great game.

Now while the awesome Tekken 2 is still the benchmark, at least until Marshal Law and his entourage return, I'd have to put Virgin's new beat'em-up somewhere close to the top of the ladder. The inclusion of weapons in Soul Blade and Dynasty Warriors brought a new element to the fighting genre, but it was too easy to rely on



the strength of your steel rather than fighting prowess. And whilst Masters Of Teräs Kāsi has each of its combatants packing some form of heat, the fact that many carry a blaster instead of a sword means that you still have to rely on fighting techniques that focus on unarmed combat. Sure you can unload a few rounds every now and then, and Luke, Vader and Arden Lyn's control of the Force is spectacular and unstoppable, but the emphasis here isn't only on weaponry, and this means that the balance between armed and unarmed combat is just about spot on.

All things considered, this has delivered just about everything that a Star Wars fan could have wished for in a beat'em-up. The only real disappointment for me was the relatively small selection of characters. I know there are about two thousand different races and species in the movies to choose from, far too many to expect them all to be included, but there surely must have been room for a few of the more popular ones to have been included. Where's Lando Calrissian? Obi Wan Ken Obe? The different divisions of troopers, the Ewoks, the droids or even Jabba the Hutt? But this small grumble aside, it's a really enjoyable game that has the qualities to be a huge success, and as a Star Wars tie-in there's little faulting it. If you're a fan of the films and you like fighting games, do yourself a favour and get a copy, you won't regret it. May the Force be with you...



The Storm Trooper attacks with his seriously deadly Bobby Orange arm pit sideswipe. Solo's used to the smell though, he lives with a Wookie



PROSCORE

GAME Masters Of Teräs Kāsi

GENRE Beat'em-up

SOFTWARE HOUSE Virgin

CONTACT 0171 368 2255

RELEASE DATE April

PRICE £44.99

It's about time someone introduced the Star Wars characters to the pleasures of kicking the crap out of each other within the confines of a ring rather than behind the cockpit of a star fighter, it's so much more satisfying. Virgin have pulled off quite a coup with this one as it's sure to attract interest from the millions of Star Wars fans worldwide, but the most impressive thing is that it's actually a really enjoyable fighting frolic in its own right. The addition of the Star Wars characters and the smooth way it all links together with the films only adds to what is already a good beat'em-up game, and if you're a fan of George Lucas movies, then you can't really go wrong with this.

BY JAMES CANNON

GRAPHICS 8

SOUND 9

GAMEPLAY 8

LASTABILITY 8

8½

PAUL This looks a real treat and there is plenty of variation to keep the most ardent beat'em-up fan happy. The Star Wars aspect just ices the cake. Buy this and impress all of your friends at once

JAY This does nothing new for the genre, but this Star Wars tribute does handle well and can prove very entertaining indeed. At the end of the day, it's simply Soul Blade with Stormtroopers, but it's a must for all Jedis

ANDY This could have been an absolute monstrosity, but you'll be surprised what fun it is smashing the smug grin from Han Solo's face. It looks superb and the lightsabre battle with Darth Vader is an absolute dream

LEWIS The atmosphere of the Star Wars movies has been captured brilliantly. The action is fast and slick, but it's the way you associate so strongly with each of the characters that sets this fighter apart

REVIEW



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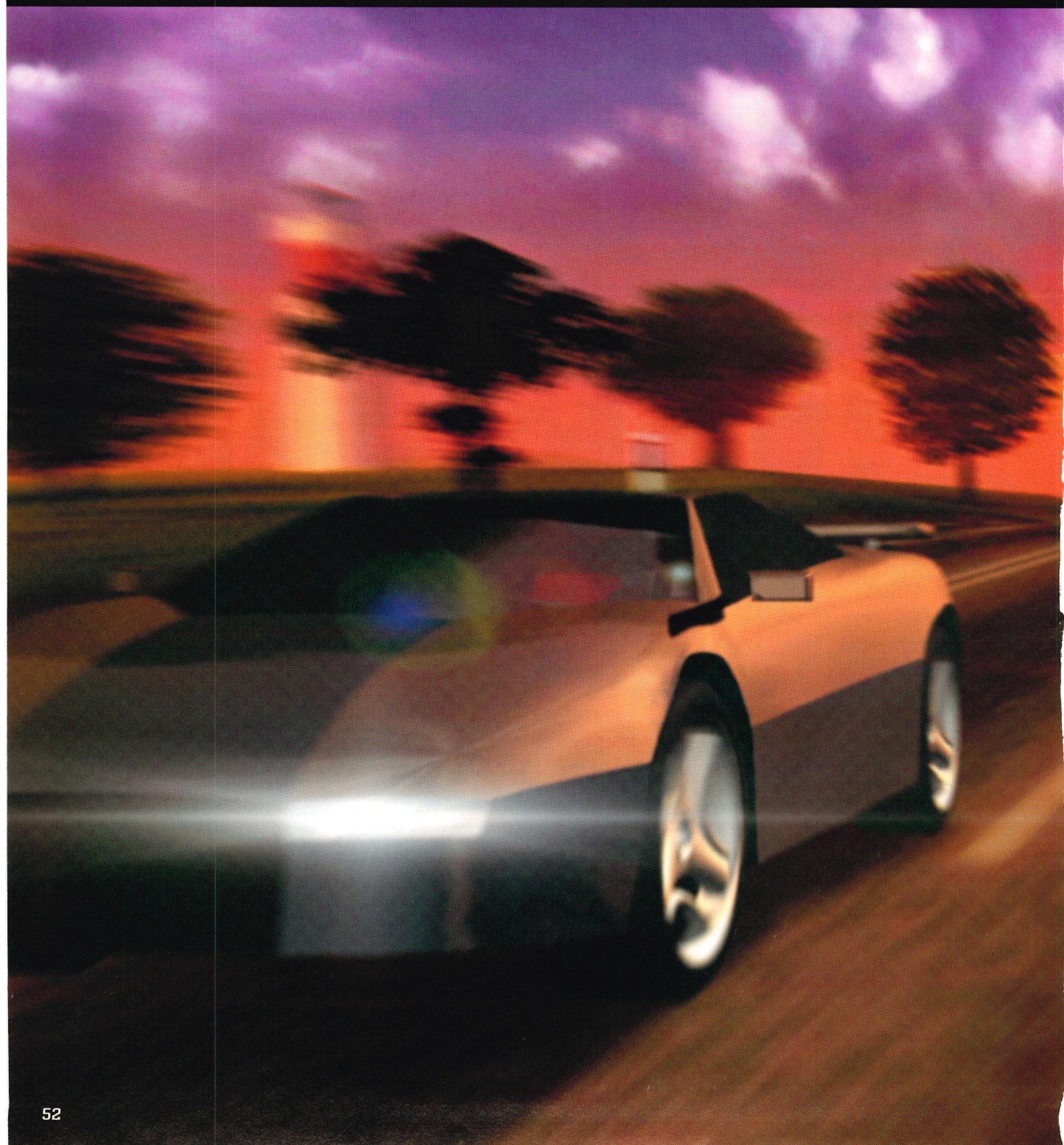
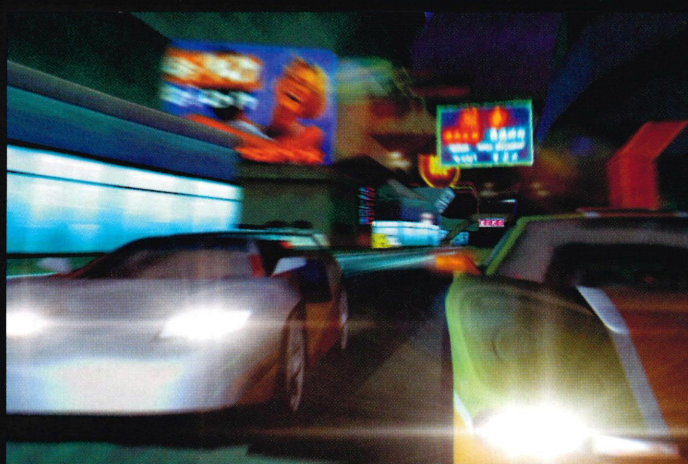
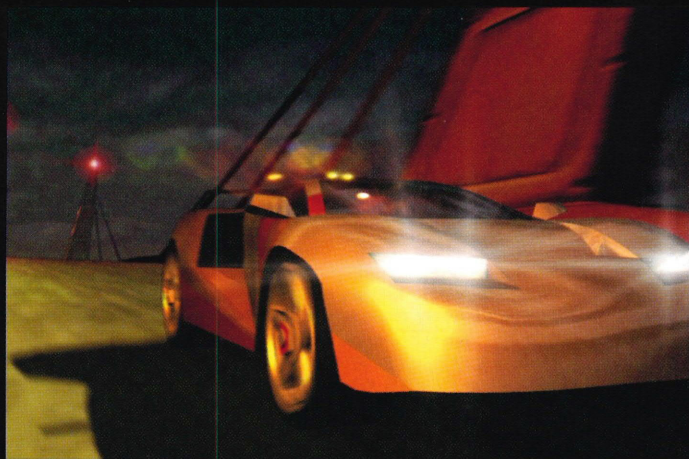
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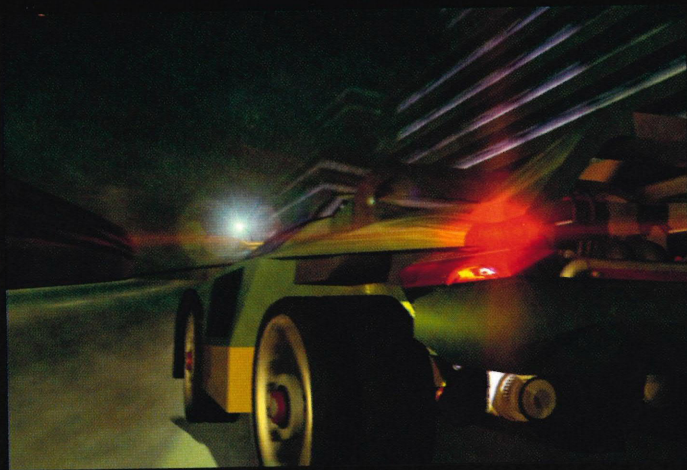
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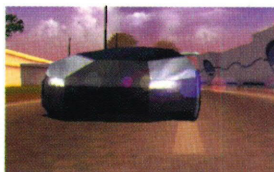
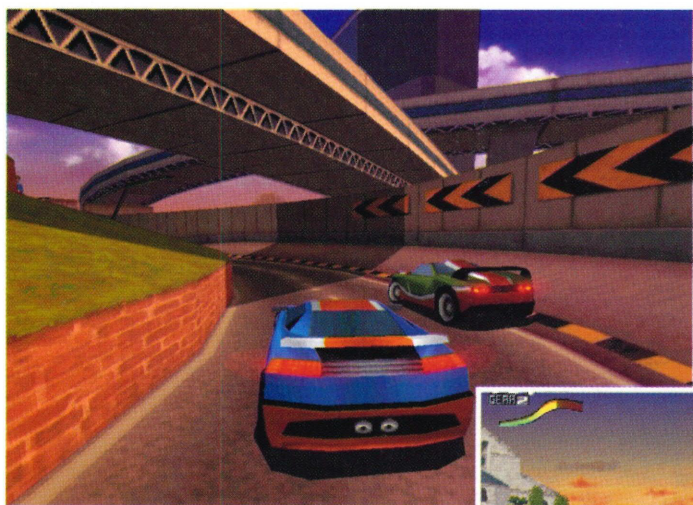




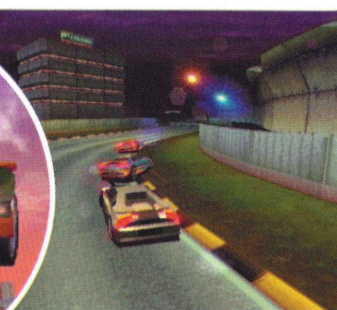
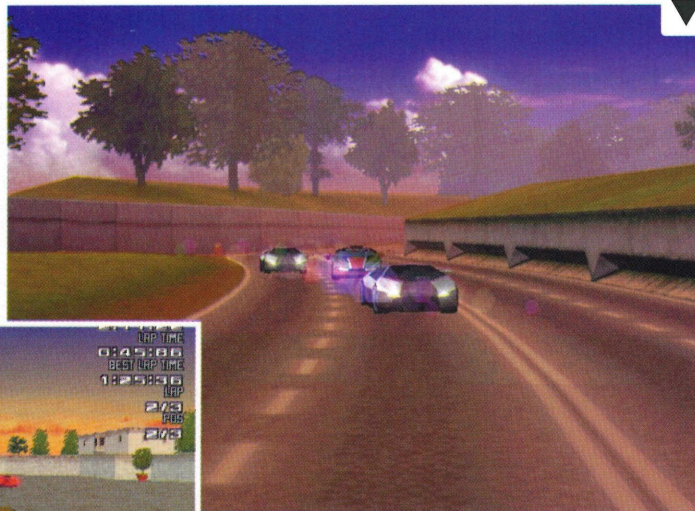
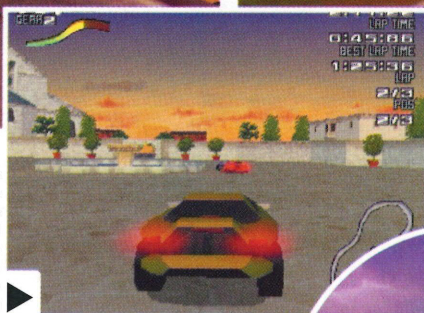
GET YOUR MOTOR RUNNIN'

After an office fight to see who got to fly to Sweden to experience the results of Gremlin's and Digital Illusions' first joint product, Paul McNally emerged victorious, packed his best aftershave and went to impress the lovely ladies of Gothenburg...

They say a picture tells a thousand words but in this instance it simply isn't true. There's no way a static screenshot can ever convey the sense of pure speed that this game contains. Motorhead shifts its graphics faster than just about anything else on the PlayStation to date



Not only are the graphics great, the sound effects are superb. The Spatial Reverb when you enter a tunnel has to be heard to be believed

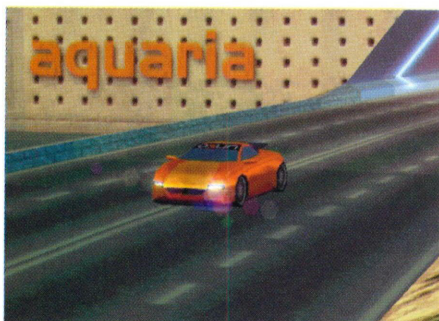


Ask any bloke in Sweden why they think it's such a great place to live and chances are they'll say it's because of the quality of the women. I've always thought it was a bit of a myth, but having actually visited the place I can confirm that it's like being a kid in a candy shop. Not just any candy shop either, one packed with really, really attractive girls – all sucking toffees.

While the grass is very definitely blonder over in Scandinavia, there's a hugely rich videogame tradition there too, harking back to the Amiga demo scene in the late eighties and early nineties. Many of the coders and programmers grew up with machine code in their bedrooms and while it may not score many points with the industry in general, the best crackers and pirates always came from this particular neck of the woods, showing that the Scandy coders are better than just about anyone else in the world. And possibly even the universe.

I was intrigued then to wonder which aspect of Swedish life would amaze me first. Would it be the country's huge porn industry or would it be the speed with which their programmers can texture map onto a moving object? Well have a guess, but suffice to say that these guys can really texture map!

We all know Gremlin's pedigree by now, Actua Soccer 2, Actua Ice Hockey and Men In Black



have proved their ability to produce great games, but their collaboration with Gothenburg based Digital Illusions is set to bring them even more fame and fortune.

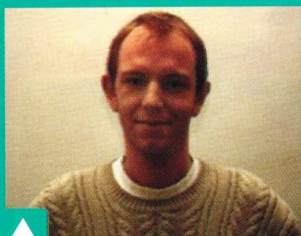
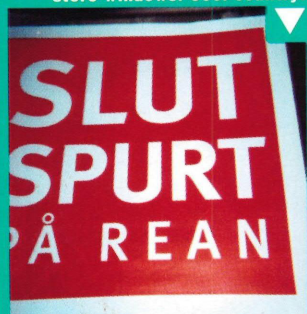
Digital Illusions' background stretches, like most Swedish games companies, right back to the Amiga days, where they were responsible for some of the biggest selling titles for the machine ever. Pinball Dreams, Pinball Fantasies and Pinball Illusions sold like they were going out of fashion. This meant that the company made a lot of money in a short space of time, enough in fact to enable it to make a successful transition to 32bit consoles when many other Amiga stalwarts simply faded into videogame obscurity.

Fredrik Liliegren is one of the founders of DI and today he can afford to behave like the cat that found the cream. The day I arrived at their offices, right in the centre of beauty-packed Gothenburg, happened to be the day the company was selling shares in preparation to float on the Stock Exchange. In fact, that night Fredrik found out he'd become a Swedish millionaire (which equates to about twenty quid in English money, but he seemed pleased!) so things were quite hectic.

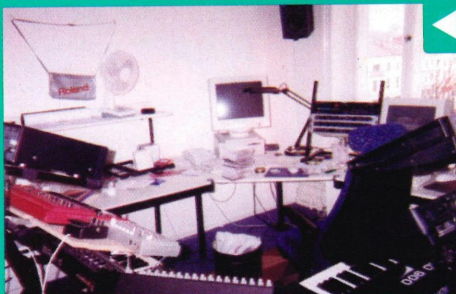
Another distraction happened to be the Olympic Ice Hockey quarter-final between Sweden and Finland and the place was deserted as the Swedes are totally mad for ice hockey. Tragically they lost, but Sweden is hardly the kind of place where hooligans go on the

A quick look behind the scenes

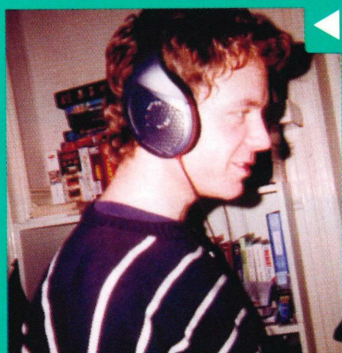
Sweden, famed for its porn industry even has signs like this displayed in their department store windows. Cool country!



One of the founders of Digital Illusions, Fredrik Liliegren has just become a Swedish millionaire so get him while you can girls!



Digital Illusions in-house recording studio is where a lot of the music and sound effects are produced. This really is analogue synth heaven. We hope they're insured!



Gremlin's Martin Bramall found the Swedish air so cold he put on a pair of protective metal earmuffs



rampage after a disappointing rink defeat. In Sweden they're more likely to just start coding a stunning game rather than glassing some poor Finnish bloke.

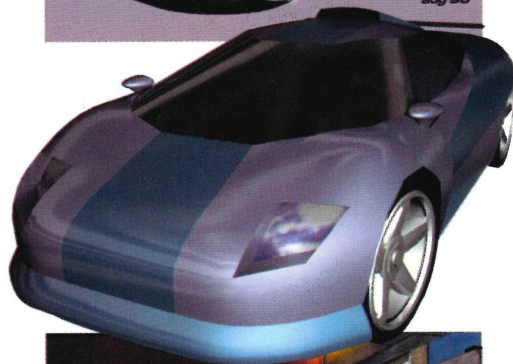
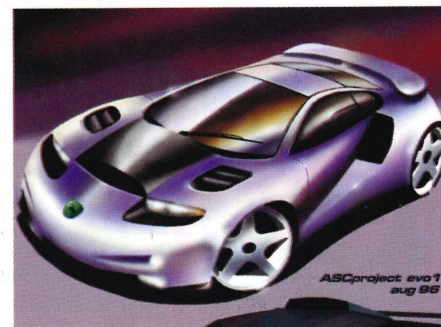
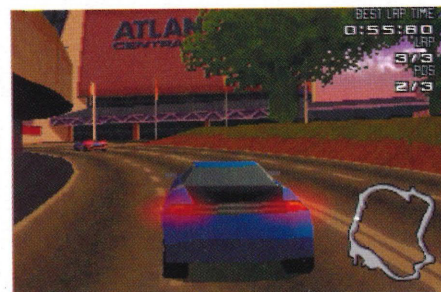
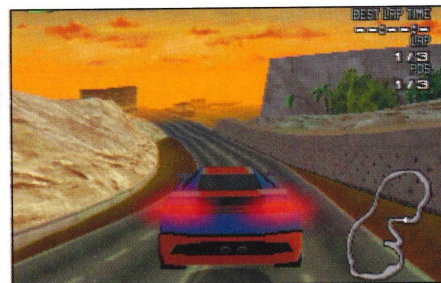
All this aside, Fredrik still found plenty of time to explain his company's history to me as well as take me through their first game with Gremlin - Motorhead (previewed in last month's PlayStation Pro).

To begin with I was keen to know the company's views on Motorhead's imminent clash with the looming spectre that is Gran Turismo.

"We've spent between six and seven months working on our 3D engine and we know we have a technologically better game than Gran Turismo" explained Fredrik, "but we can't do a GT without somebody like Sony backing us from the start, because of the huge expense."

Now that's a pretty bold statement by anyone's standards, bearing in mind that Gran Turismo is widely recognised as one of the most technologically advanced videogames of all time. So I asked Fredrik to back up his claim. "Gran Turismo runs at the standard frame rate of 25 frames per second, apart from the secret bit at the end. We're running at a smooth 50fps which makes us the fastest racing game ever. We haven't sacrificed great graphics for speed either. Our graphics and advanced AI routines are what set us apart from what we've already seen out there."

Intrigued as to how they'd actually achieved this, I asked Fredrik he'd used Sony's new Program Analyser (as mentioned in last month's news) to identify areas of the program that they



could tune up. "We have got a Program Analyser, but we didn't use it with this because we'd already tuned everything up by hand by the time we received it. We've come from a generation (the Amiga) where you have to get the most out of your machine and not many people can still do that."

So how did the deal with Gremlin come about? "Well, by last September we had a product to show publishers and we were looking for a deal we felt comfortable with. We have always

Discography

A rich videogame industry spreading back six years to some of the Amiga's most popular games ever. Digital Illusions started the computer pinball revolution. No longer did we have to wait for big hairy men with big hairy girlfriend's to finish their extra balls off. We could play the world's coolest pub game in the comfort of our own homes.

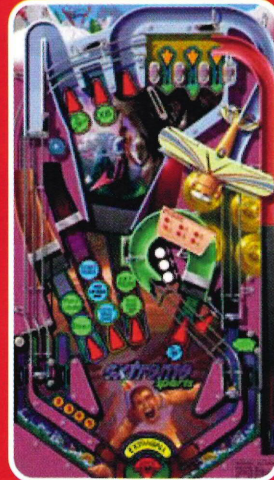
Once the pinball domain was well and truly theirs they moved their attention to Benefactor and its platform/puzzle game style that also went down a storm. Now using the 3D engine they've been developing for almost a year, which was tested out on the special Volvo project S40 Racing, comes the fastest car game of all time. Make way for Motorhead



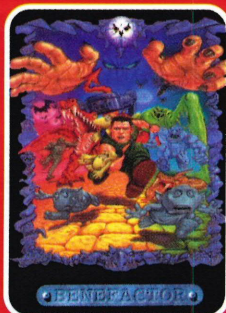
Pinball Dreams 1992



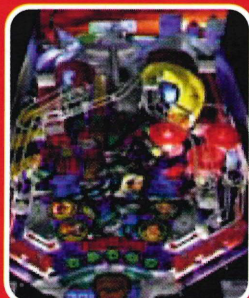
Pinball Fantasies 1992



Pinball Illusions 1994



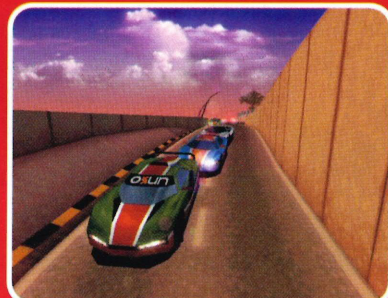
Benefactor 1994



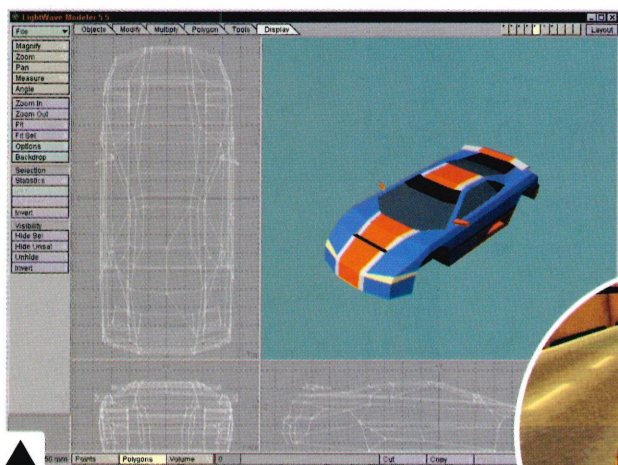
True Pinball 1996



S40 Racing - Under Development

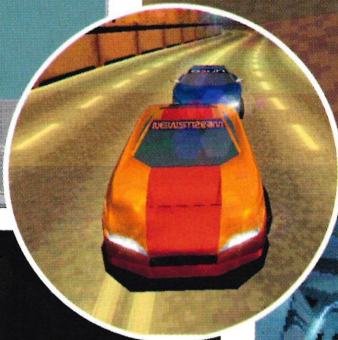


Motorhead - Under Development



The concept and development stage of Motorhead took many months and some of the best designers in Sweden set about the task of keeping the game looking great, yet still remaining lightning fast

The rendered intro scenes that stream from the CD are spectacular and far more fluent than on the PC version



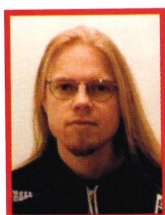
Using a racing environment set in the future has allowed Digital Illusions to stay away from the constraints of using real life cars. All the vehicles here have been designed from scratch

TOTAL T
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LAP TIME
0:43:34
BEST LAP TIME
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LAP
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2/3

Have you seen these men?

Programming:

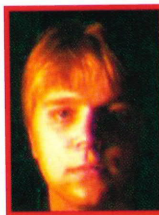
Graphics:



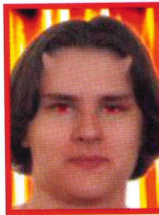
Bo-Staffan Lankinen
(3D-engine, Code optimisation)



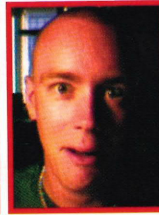
Thomas Andersson
(2D-engine, Special Effects)



Mattias Gruvman
(Physics engine)



Daniel Hansen
(Collision engine and game logic)



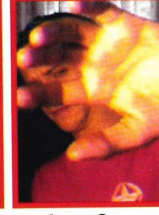
Andreas Axelsson
(intro, menu, sound, game logic)



Per-Anders Gustafsson



Kenny Magnusson

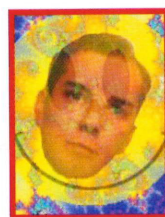


Jens Oras

Graphics:

Music

The Producers



Nicholas Nolby



Patrik Bergdahl



Markus Nystrom



Joakim Wejdemar



Andreas Hansevi



Olof Gustafsson



Mikael Rudberg



Fredrik Liliegren

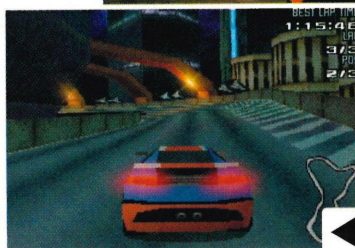
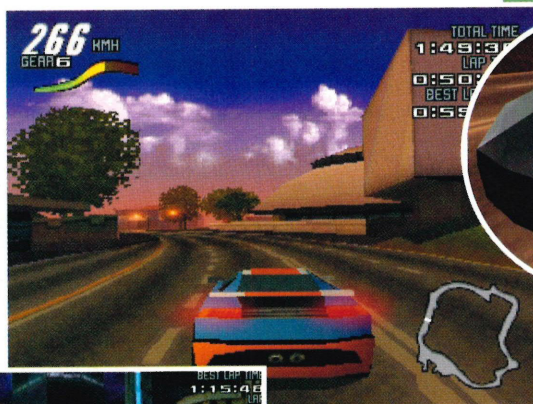
► respected Gremlin since their stuff on the Commodore 64 and wanted to work with them. Although minutes after we'd signed the deal with Gremlin we had Acclaim on the phone wanting Motorhead, but I had to tell them it was too late. We don't pitch publishers against each other for the best deal. If a publisher agrees with what we want then we're happy with that."

Next it was time to find out a few facts about what Motorhead will offer the gaming public during their Gran Turismo fuelled anticipation. "Well to start off you only get three cars and three tracks to race on in Motorhead, and you have to unlock the rest by winning races which allow you to step up a division. Once you get really good at it and win the whole thing you get a chance (but only one) to race against the Super Champion. If you beat him then you will get another track, but if not then you will have to win the whole division again to get a shot at him.

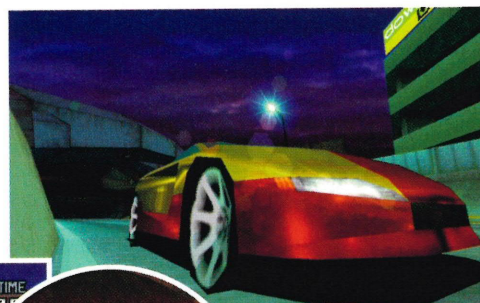
There are eight cars in there at the moment, but we have another four special cars (including a T-Bird) which we may or may not put in, we'll just have to wait and see whether we have time. You'll also have the opportunity to race against either three cars at 50fps or seven at the standard 25fps. There will also be a split-screen and time elimination mode too, so you can get good multi-player action although we don't support the Link Cable because nobody seems to have one."

So Motorhead looks like it will

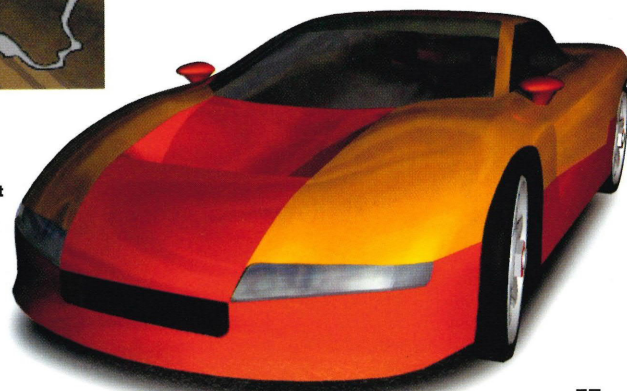
turn a few heads when it arrives in mid-April. It won't be fair to compare it directly to Gran Turismo, but that will inevitably happen. Only time will tell how the fickle gaming public will react, but Gremlin and Digital Illusions certainly reckon they're backing the fastest horse in the race. Watch out for next month's review and we'd just like to take the opportunity to thank everybody in Sheffield and Gothenburg for looking after us so well.



Motorhead manages to keep its speed up by only racing against three other cars although you can reduce performance and have more



▲ Digital Illusions reckon they have a game that is technologically more advanced than Gran Turismo. That's a very bold claim but in some respects it's difficult to argue against their case having seen the evidence



Klonoa: Door to Phantomile

Sony are looking to expand into younger territory and they've enlisted Namco, the kings of playability, to help them take over the world...

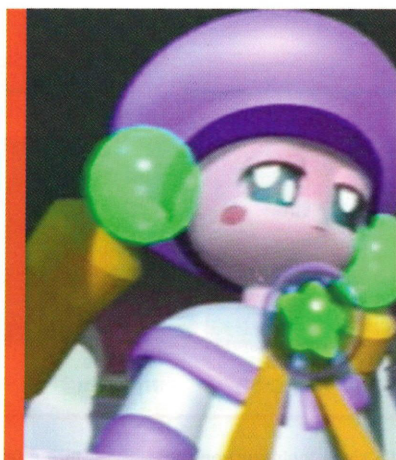
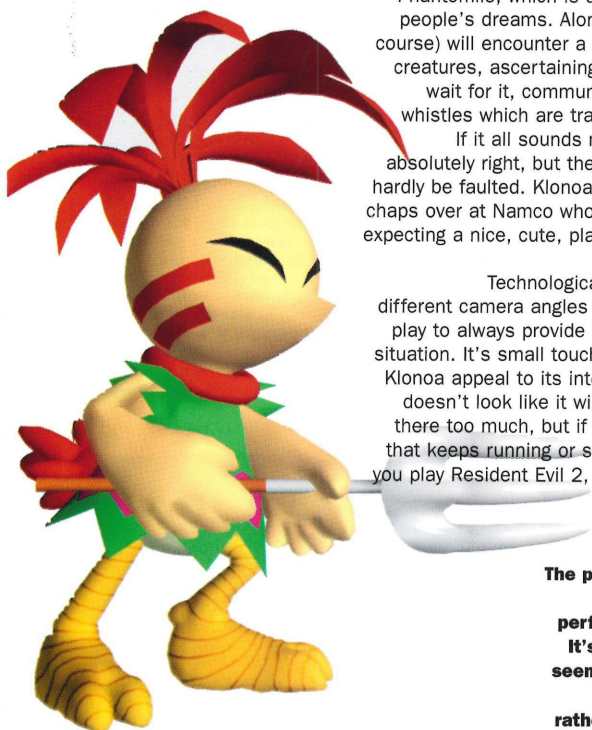
JAPAN ISN'T REALLY KNOWN FOR producing normal stuff. Its cartoons are way too freaky for your average bod on the street, and when they produce games based on this weird graphic action they don't exactly have universal appeal. To an extent the same applies to Klonoa: Door to Phantomile, although to be fair it is aimed at the younger end of the PlayStation market.

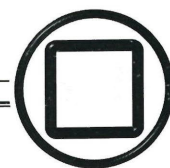
Klonoa is a cat with big ears that work as wings (see, here we go on one of those mad Jap trips again), who is on a quest to discover the location of the mystical world of Phantomile, which is apparently made from fragments of people's dreams. Along the way, Klonoa (which is you of course) will encounter a whole host of weird and wonderful creatures, ascertaining whether they are friend or foe by, wait for it, communicating with a series of beeps and whistles which are translated for the player by subtitles.

If it all sounds more than a little bit mad you'd be absolutely right, but the pedigree of the programmers can hardly be faulted. Klonoa has been developed by the clever chaps over at Namco who have yet to let us down, so we're expecting a nice, cute, playable little platform game that will help us to while away the hours.

Technologically speaking the game will feature different camera angles that will intelligently switch as you play to always provide the best viewpoint for your current situation. It's small touches like this that will help to make Klonoa appeal to its intended target audience. It certainly doesn't look like it will tax the gaming masterminds out there too much, but if you've got a little brother or sister that keeps running or screaming from the room whenever you play Resident Evil 2, then this could turn out to be just what you're waiting for.

The programmers reckon they've hit on a totally unique concept that will be perfect for a younger gaming audience. It's perhaps not before time that Sony seem to be developing a strategy to get younger players using their console rather than just post-pub beer monsters

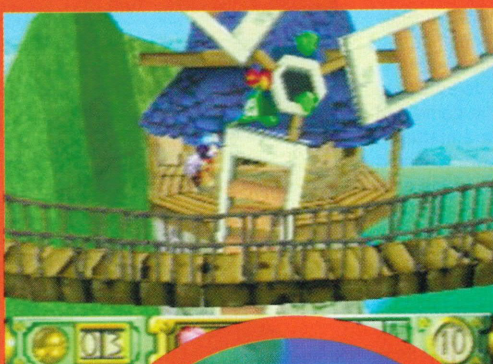




Japanese games are certainly not everybody's cup of tea. Their cute cartoon character, which have eyes the size of Eastbourne have been known to get on people's nerves, but for kids it seems ideal and for that reason alone Klonoa looks set to do very well



Klonoa is set to feature 26 levels spanning across six different worlds. The graphics are 3D polygon-based set against rendered backdrops. Just looking at the screenshots should give you a good idea of how nice it actually looks



Namco already have a rich PlayStation history with classics like Smash Court Tennis under their belts. They are a developer who consistently put out cute, highly playable titles that may not always be the most visually stunning games, but they are usually the ones you return to time and again

Game Title
Klonoa: Door to Phantomile

Software House
Sony

Release Date
July

Ninja

Having put Lara on the back burner for a while, Core Design head east for their latest fighting adventure...

Okay, we know you were promised big time news on Ninja last month and this may be somewhat of a disappointment, but no sooner had we left Core Design's Derby-based offices, work in progress information and zillions of fresh screenshots in hand, than they called us and announced the game had slipped. "To when?" we enquired, hoping it was a matter of mere weeks. "September" came the reply. So, we've opted to tease you, in advance, with this lovely preview instead.

Rather than simply put Lara Croft in a Ninja costume and send her to Japan for the weekend looking for the ancient pencil-case of Arislan, Core Design have opted to go the whole originality hog with their latest creation, Ninja. Its roots hark back to the dewy-eyed days of Shinobi and The Last Ninja, and the team behind it have spent months making sure this oriental action adventure is the best homage to the ancient art of ninja videogames.

They're also ignoring all initial comparisons with the likes of Lara and her mates at Fighting Force PLC. Yes, at a first glance the game does look like a crossbreed of the aforementioned pair, but scratch a little deeper and you'll discover this game's personal talents. Admittedly, you are placed in a free-roaming environment (ala Fighting Force) and you are on a lone mission to kick ass (ala TR2) but this really is a different breed of game, plus it's got a new engine too.

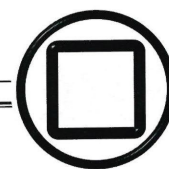
The game puts players in the shoes of an agile Ninja named Kurosawa, who has found himself in the middle of an otherworldly dispute between two evil emperors and their pet demons. Kurosawa must make his way through 10 different maps, 13 varying boss characters and three whopping end-of-level demons from the pits of hell, whilst tackling over 50 various forms of enemies in an attempt to free the world of erm... demons. Anyway, the game isn't simply a run, jump and punch affair, Oh no. This baby is rammed with traps, puzzles and a superb roaming camera playing angle which will zoom in and pan out depending on the onscreen action.

On top of all that you have access to numerous weapons, magic, spells and potions plus more special ninja fighting moves than you'd find in your average Chuck Norris movie.

Sounds pretty good, don't it? Well as mentioned earlier, Ninja won't be around for a while, but rest easy 'cos us PlayStation Pros will keep you informed on developments as and when they happen.

Kurosawa will have a set number of fighting moves including various punches, kicks and a special combination attack. He will also have a big pile of weapons at his disposal too, and these are set to include swords, daggers and deadly Ninja throwing knives





PREVIEW

As you'd expect, being a Ninja takes its toll and the only way Kurosawa can improve his strength is to pick up numerous items on route, such as bowls of rice, bottles of saki and the odd leg of pork. Failing this, if he makes it to one of the many shrines dotted around the game, he can replenish his energy there instead. Potions are also collectable and provide him with much-needed energy boosts



The magic bar displayed onscreen is an indication of Kurosawa's current magical abilities. The bar is divided into three sections, each representing a different magic spell available to him and as each section is filled, a new spell becomes available. Collecting these magic spells is vital to your progress and unleashing the might of either the smart bomb, light bolt or shock wave onto your victims is a treat to watch

Game Title

Ninja

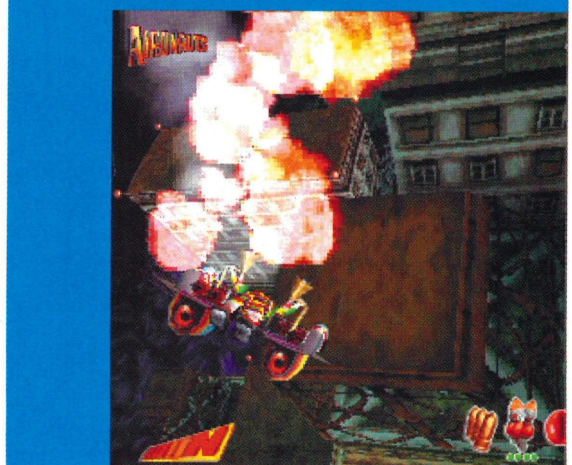
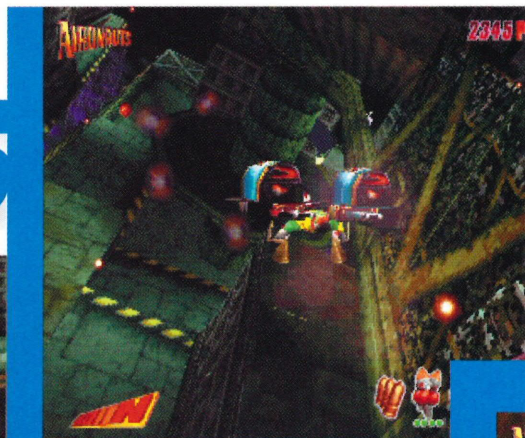
Software House

Core Design

Release Date

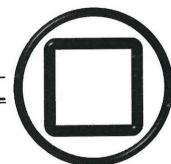
September

Aironauts



The world's most rotten criminal elements take to the skies to wage war in Ocean's new aerial blasting bonanza

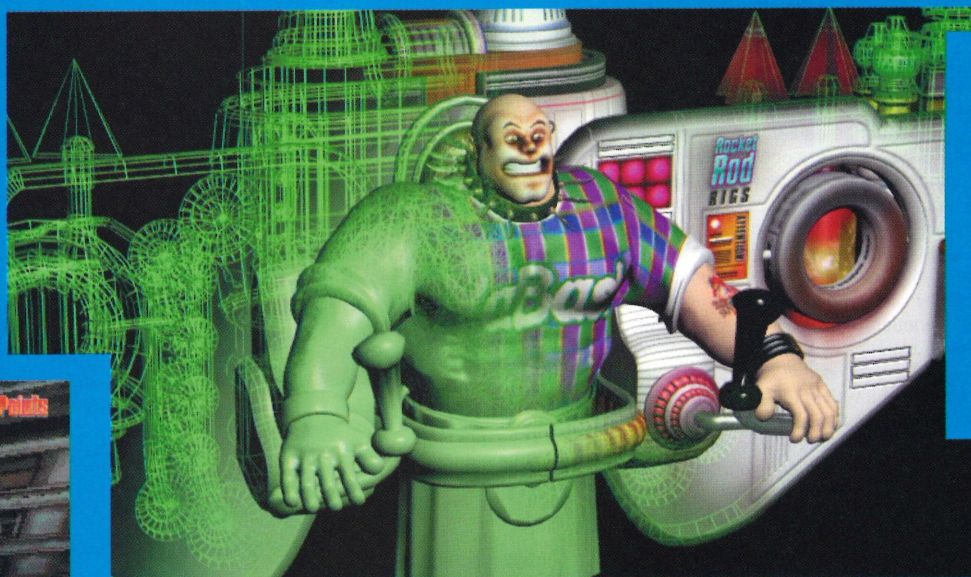
OCEAN PRODUCED SOME OF LAST year's best releases in V-Rally, Total Driving and Jersey Devil, and they're planning a similar PlayStation onslaught this year, gearing up for competition with this aerial shoot'em-up. Aironauts is based on a futuristic game show that's kind of a cross between The Running Man and Total Rewind of MegaDrive fame. You see, in the future things will be different. Crime, punishment and entertainment will become the foundation of society. In the future these things will blur into the world's top rated TV show. And the only show to watch will be Aironauts. Presumably because some poncey satellite television company has snapped up the rights to broadcast every other show and Aironauts is the only thing left on the BBC, but hey, at least it's getting the ratings. You play the part of a contender, and as such you'll probably answer to the title of 'Complete Scum-Sucking Pussbag,' as the only competitors in this show are some of the world's worst offending prisoners. With the tempting prospect of a lesser sentence, better accommodation or even a full pardon awaiting the victor, there's never been a better excuse to pound your fists into the sex offender from cell block five. Though the storyline is linked to Schwarzenegger's prison escape movie, Aironauts isn't a complete rip off of the movie's plot. The slant here is that the combatants are all equipped with heavily armoured hang gliders and instead of searching for a route to freedom, the idea is more in keeping with a gladiatorial challenge. Aironauts must take on the rest of the field one-on-one in a bloody fight to the death. Only the last man standing will be victorious, the only consolation for second place is an eternal slumber. Sophisticated weaponry and a catalogue of aerial stunts and manoeuvres should add to what is already looking like a superior Twisted Metal. This can only be good news for blasting fans.



The sense of scale in the arenas is absolutely enormous, with some of the largest playing environments yet seen, giving players a vast area to explore. Learn the best vantage positions and apply your own brand of lethal force from the shadows or refine your piloting skills above the landscape. Cunning and ability are the requirements for success in a game as deadly as this



Ocean are set to go one-on-one with Acclaim, as Aironauts is likely to be released around about the same time as Forsaken, Acclaim's own split screen futuristic shoot'em-up. It'll be interesting to see who comes out on top, but the only winner will be the buying public, with two multi player blasters to choose from



The game has been created by Glasgow based Red Lemon studios and has already been described as Pilotwings meets Quake, which sounds like quite a potent combination. Ocean believe they may have uncovered something of a revelation that will re-define the standards of aerial shoot'em-ups by steering away from the more traditional combat fighter sims and opting for a radical futuristic approach

Game Title

Aironauts

Software House

Ocean

Release Date

April

Kula World

Trippy ambient music, even trippy ambient gameplay. If that sounds like your ideal evening's entertainment then get ready to enter Kula World

VIDEOGAMES HAVE ALWAYS BEEN a good source of brainteasers. It's all very well filling in crosswords and the like, but you can't beat a completely interactive experience. Kula World from new Swedish outfit, the imaginatively titled Game Design Limited, looks like pushing the boundaries of the puzzle game completely 'round the bend.

You start off with an unusual, and seemingly less interesting than most, main character of a beach ball, that inhabits a bizarre world consisting of row after row of ledges in a zero-gravity environment. The premise behind the puzzle is that you have to obtain keys to unlock the exits to progress to the next levels.

Now if only things were as easy as they sound. You see the game is played in a totally three dimensional world where you can travel across the top, underside, left and right sides of the ledges I mentioned earlier. Now if you had all the time in the world to explore every nook and cranny it would all be rather simple. But in Kula World you have to battle against a strict time limit which means that it's possible to miss vital objects in the frenzied mad panic to beat the pressure of the count-down.

Besides keys you'll also find other bonus items.

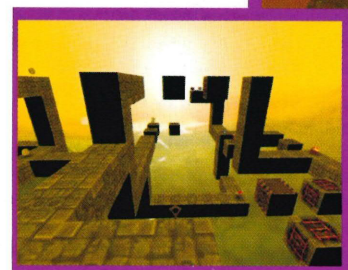
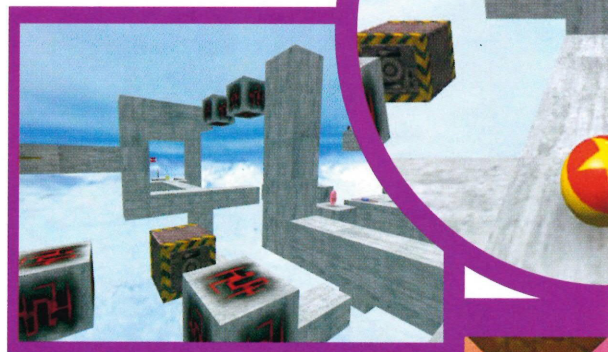
Fruits are liberally scattered around the levels and collecting five different varieties will open up special bonus levels where the points pickings can be quite rich. There are also coins (which provide points) and sunglasses (which show you where the invisible ledges are placed).

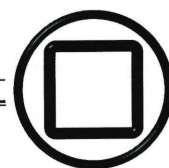
Sony are perhaps going to find themselves courting controversy with the inclusion of the little pills that, if collected, make your vision all blurry and your ball travel much slower. The sound effects go all spacey too, so it's only a matter of time before a newspaper's outrageous headline sends MPs into a dither once again.

Kula World is set for a May release and it certainly looks like it's going to do exceptionally well if sales of previous puzzle games are anything to go by.

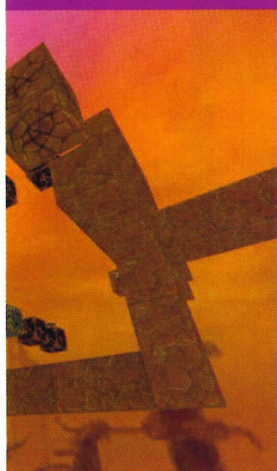
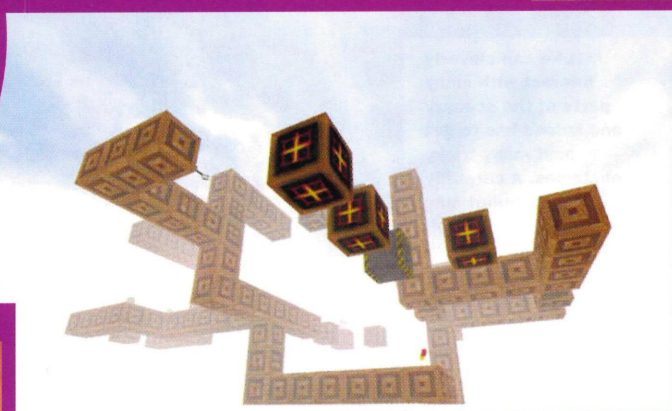
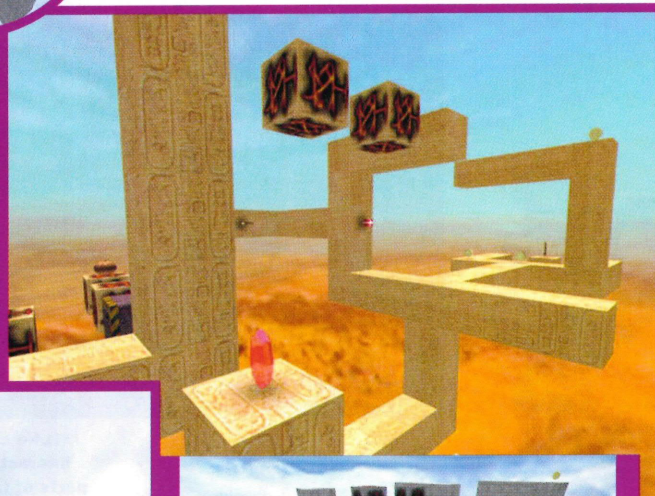
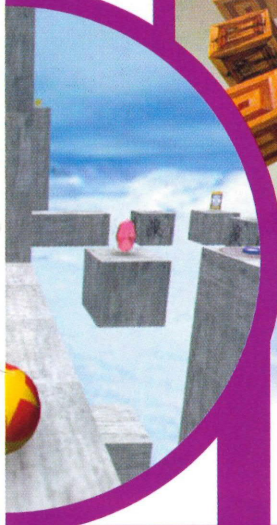
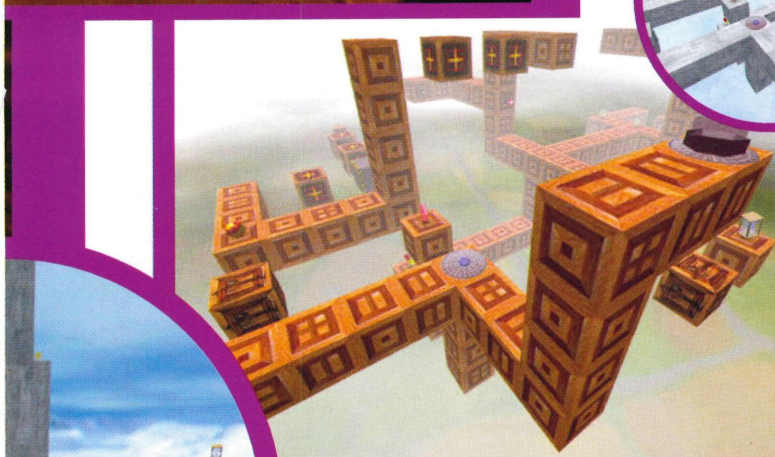


It's difficult to explain the concept of Kula World without blowing your mind. Suffice to say in this small space that it gets fiendishly complex very quickly indeed and will have you tearing your hair from its roots

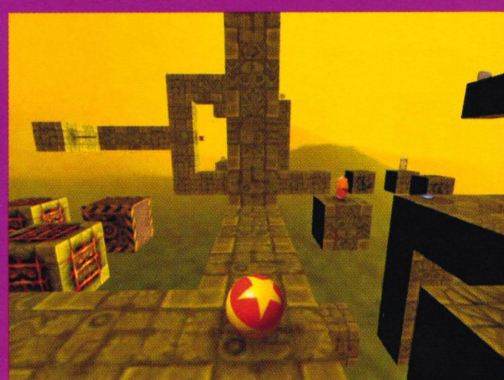




The scoring system that Kula World employs is as novel as the rest of the game. As you progress through each level you pick-up points and gain an overall score. If however you die on a stage, the points you have accrued so far on that level are deducted from your overall score. When your total reaches zero it's game over. Does that make sense? Probably not



On talking to the programmers about where the idea for Kula World came from they were only too pleased to tell us it had came to one of them in a dream. We've never met anybody else who's dreamy about beachballs before. Must be a rather sad existence the poor souls lead?



Game Title

Kula World

Software House

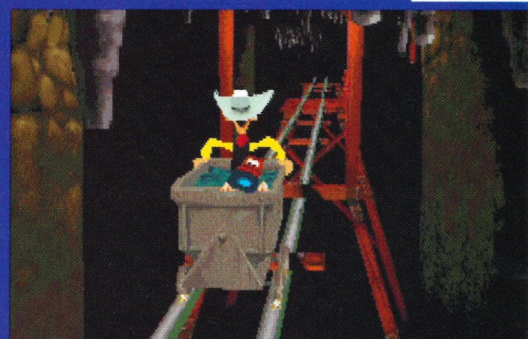
Sony

Release Date

May



Strolling along like the coolest cowboy in town, Luke really doesn't live up to his name and is certainly more than a bit on the unlucky side. Everybody seems to be taking a pot shot at him and it seems it just isn't safe to walk the streets of this here town

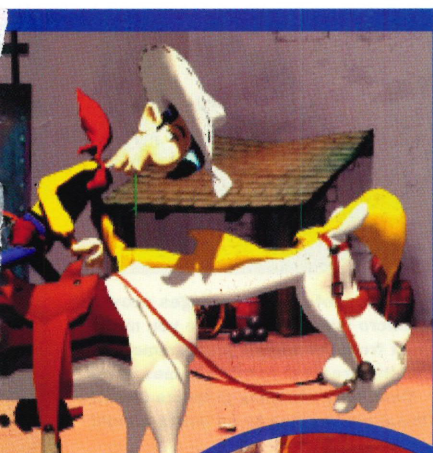
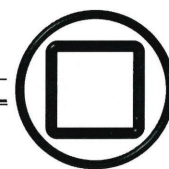


Luke can cleverly interact with many parts of the scenery and indeed has to get past many tricky obstacles. A carefully placed bullet may cause a crate to fall and open up a way or even scare a horse into kicking something out the way. Clever that!



Infogrames have spent a considerable amount of time on the animation of the Lucky Luke character. As usual with French games there are a lot of neat visual tricks that make the game stand out from the usual run-of-the-mill release. It's that old French flair once again





Lucky Luke

Put on your 10 gallon hat, polish your six-shooter and get ready to twirl your spurs in Ocean's latest toon-based platformer



OCEAN HAVE BEEN PARADING THEIR Lucky Luke license since the middle of last year. Coming out of France from their Gallic partners, Infogrames, the cowboy character is more known for his cartoon strips than his videogame exploits, but all that is set to change in the very near future.

Lucky Luke is chucked into a platform scenario that sees the ever-so-cool hero strolling down the streets of a Wild West town that's bursting with bad guys. All the platform features you'd expect are in there, collect dollars as you would collect fruit in Crash Bandicoot, jump on crates to reveal their hidden goodies and so on and so forth.

First impressions of Lucky Luke is that it's a 2D side scrolling platform game that almost looks like it's been ported across from the Amiga. However, when you get a little further into the game the screen swings around into an almost 3D perspective, which is all very clever indeed.

From the version we've seen so far it would appear that Lucky Luke is aimed at the younger end of the PlayStation market which is obviously no bad thing, but because of the nature of the game this isn't going to appeal to everybody.

Having said that there are plenty of nice touches in there that everybody will appreciate. Sometimes, when it seems you can travel no further, a careful look around may reveal a part of the scenery that you can ricochet a bullet off in order to cause a chain reaction with some of the other sprites on the screen. So you'll need your wits about you as well as a fast draw in this game.

Time will tell if Lucky Luke will come up to scratch. It needs a lot of work at the moment, but as we've seen on many occasions in the past, French developers really come through with some amazing games. There's going to be a review soon, so make sure you don't miss it.

Platform games are hardly rare on the PlayStation. Lucky Luke looks as though it might find a niche in the market with the younger gamer struggling to come to terms with the likes of Jersey Devil

Game Title

Lucky Luke

Software House

Ocean

Release Date

Summer

Circuit Breakers

As we've not had a racing game in the office for about, ooh two seconds, we thought we'd better tell you about this little beauty...

YOU MAY OR MAY NOT have heard of Super Sonic Racers, (a rather average clone of Micro Machines V3), but chances are you won't have made the connection that Circuit Breakers is actually the sequel.

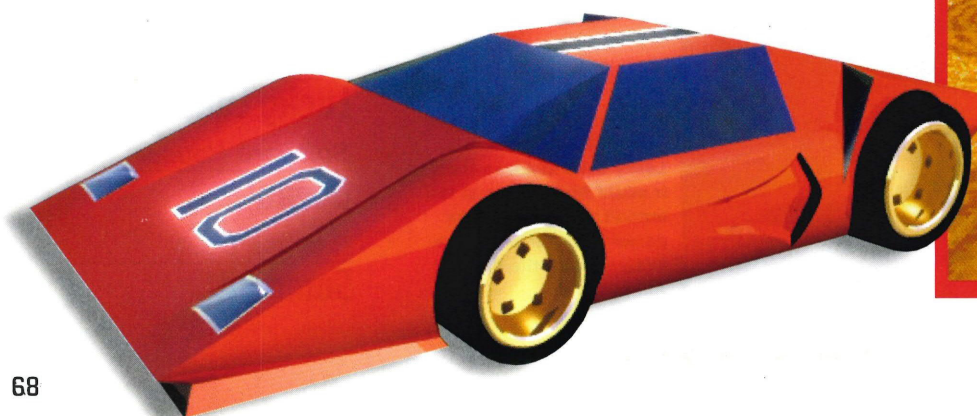
There still seems like there is going to be no let up in the torrent of racing games on the PlayStation and it's difficult for any to become established these days. Mindscape certainly have high hopes for this one and have spent considerable time working on it to include several novel features including jaw-dropping graphics. Featuring eight different worlds with wildly differing scenery, Circuit Breakers has definitely gone for a very diverse graphical approach. Jungle, Snow, Persia, Underwater, Venice, Swamp, Wild West and Motorway worlds are all included for you to race around and the game will come complete with 16 actual courses. Add to this loads of secret play options including reverse courses, night courses, turbo courses and upside down courses there will be over 200 play options in total by the time the release date comes around.

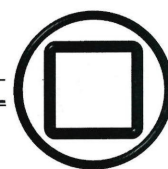
There are also to be three different vehicle types to race in. Circuit Breakers will see you hammering around the tracks in either a car, boat or a submarine (obviously the latter two will feature mainly on the water-based tracks!). This kind of variety should help to take the game away from the myriad of similar games on the market at the moment.

By the time the PlayStation dies you will undoubtedly have enough racing games to build a house with and whether Circuit Breakers stands the test of time is, at this stage, anybody's guess. It's looking nice enough for now though and we're eagerly awaiting our review copy.

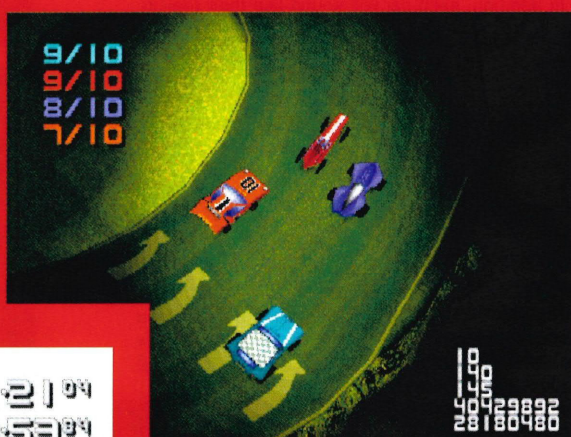
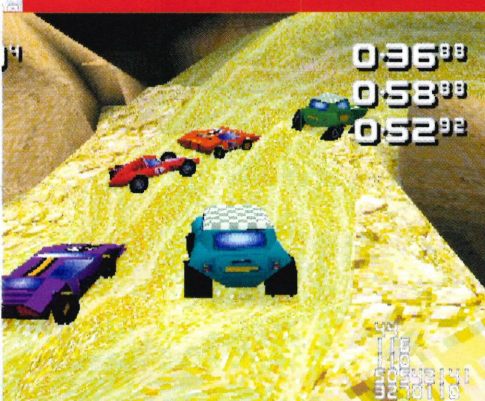


The screenshots on these pages show a rich Micro Machines heritage you might expect from the former programmers of one of the greatest console games of all time. With stunning graphics Circuit Breakers is going to be worth a look!





Circuit Breakers coders Supersonic have been around for years producing quality car games. You probably don't know that they were also responsible for Micro Machines '96 and Micro Machines Military which was one of the last games ever produced for the MegaDrive fact fans



So how will Circuit Breakers fare against everything else in the racing genre? Well it has to be said it looks like it might well surprise a lot of people and make them sit up and take notice when it is released in summer



Supersonic have spent a lot of time and effort in perfecting an all new 3D engine which allows for a racing experience similar to riding a roller coaster. The programmers are hopeful that the game will be their best received game yet

Game Title
Circuit Breakers
Software House
Mindscape
Release Date
Summer

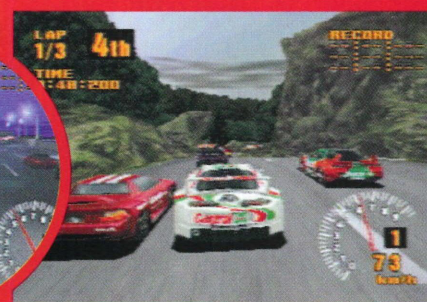
Gran Turismo

*Grip the stick, pump the throttle
and tune your pistons. Now pull
away with due care and
attention, giving way to the left*

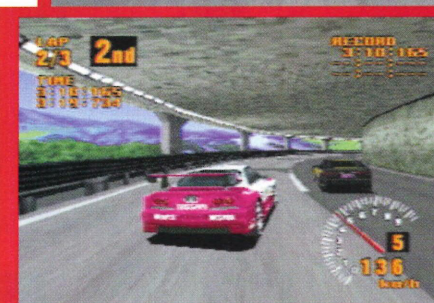
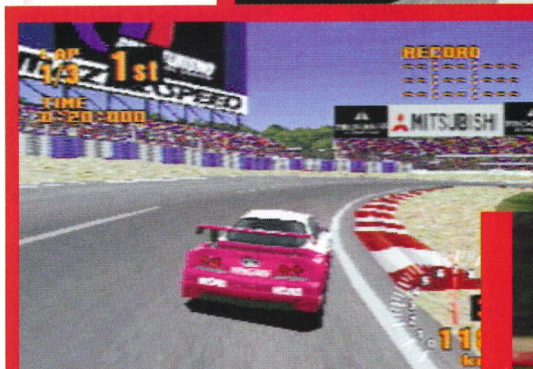
IN CASE YOU'VE JUST COME back from a lecturing tour of the Outer Hebrides, now would be a great time to let you know that, without a doubt, Gran Turismo is the greatest driving game of all time. Now it may be unusual to make such a brash statement in a preview, but since it's categorically true, we might as well clear that up right now. It's also important to point out that this is not an arcade game. To get anywhere in GT you have to control the vehicle of your choice as you would a real car. Keeping your foot down in this game will have you flipping around in circles much to the amusement of the crowd of people who have gathered to gawp at the stunning graphics.

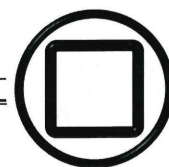
There are over 300 cars in Gran Turismo. They all handle like the real thing (for example, rear wheel drive cars will spin out on bends if you put the power on too soon, whilst you can power round much faster in a four wheel drive motor). In addition, each car will sound like their real-life model. Sony tell us that all the engines from the different cars were sampled, then modified with turbos and so on and then sampled again, so every noise is right for the vehicle no matter what modification you make. Impressive eh?

You may be aware that the Japanese version of the game contains an awful Kenny G-like soundtrack, but thankfully our release has been completely changed to suit our more discerning lug-oles. Also under the knife has been the Arcade Mode, which is about to undergo a speed increase of 15-20% to give us an even greater joyride. The Driving Licence section within the Gran Turismo mode is also to get a tweak to make it slightly more forgiving in order for us Brits to be able to compete with those world-reknowned Asian speed-merchants. Hah! Come May 15th we'll show 'em who the most reckless drivers in the world really are!

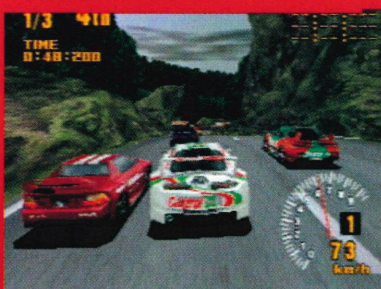
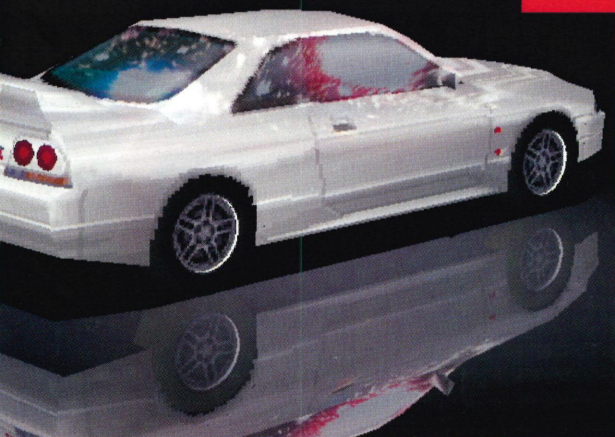
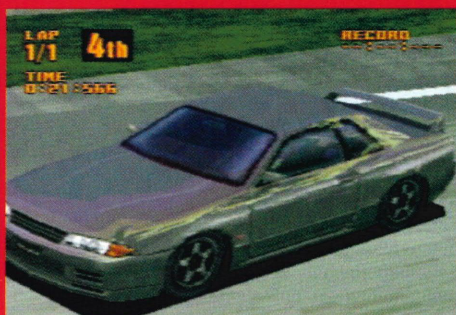
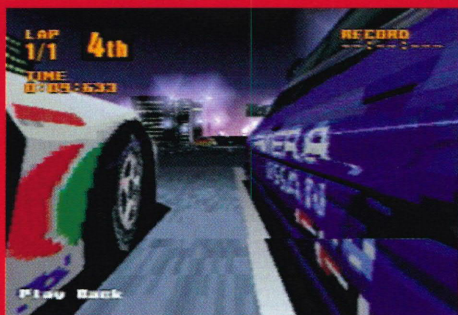
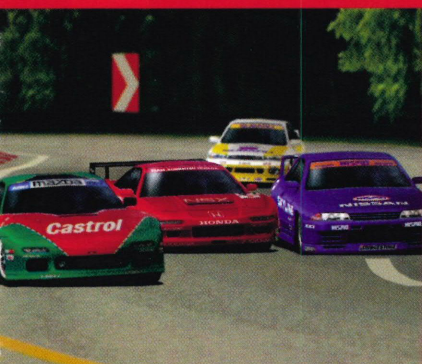
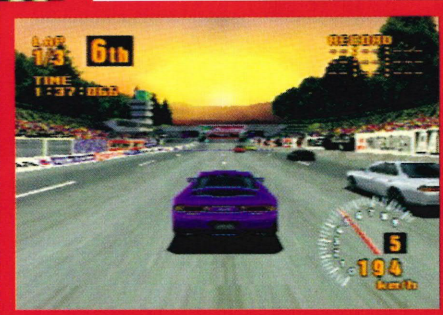
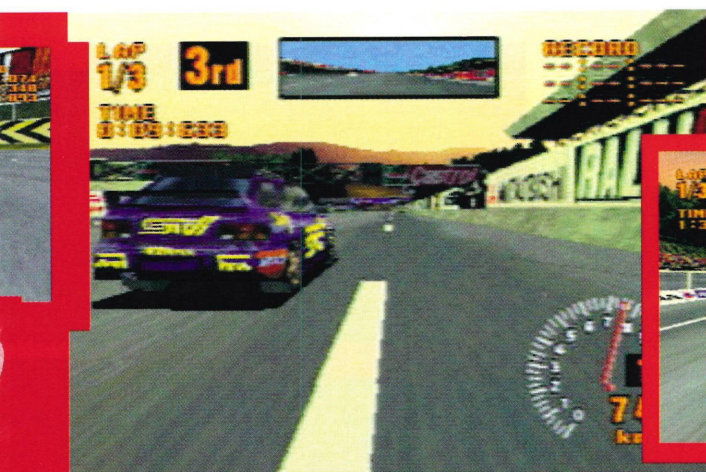


The PAL version of Gran Turismo has ditched the Japanese guitar music so popular in Manga battle scenes in favour of a more Euro culture-friendly mix of Indie and Electronica. Groups like Ash, the Chemical Brothers and Cubinote have been drafted in to provide the new dance-fuelled soundtrack





Gran Turismo is so high on the realism that if you don't take a corner at the right speed, holding the correct line and in the proper gear, you're going to be off the track. This may well cause a few problems initially for the non-drivers amongst you, but it's not a difficult theory to learn



By winning races you earn money which allows you to purchase better cars and enter better races and win money and so on and so forth. These cars must all be modified and tested on the test track to shave of vital hundredths of a second from your lap time

Game Title

Gran Turismo

Software House

Sony

Release Date

May

Premier Manager '98

Is your team failing in the league? Are you feeling like Ruud Gullit? Then prepare to put your money where your mouth is

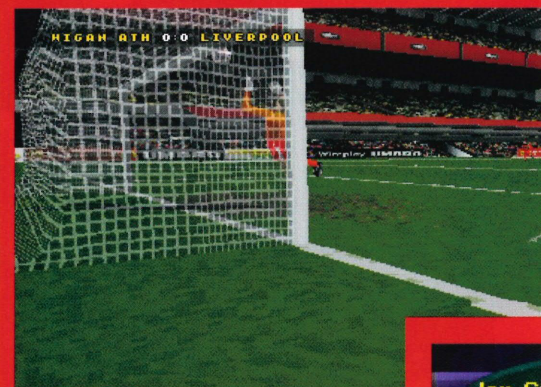
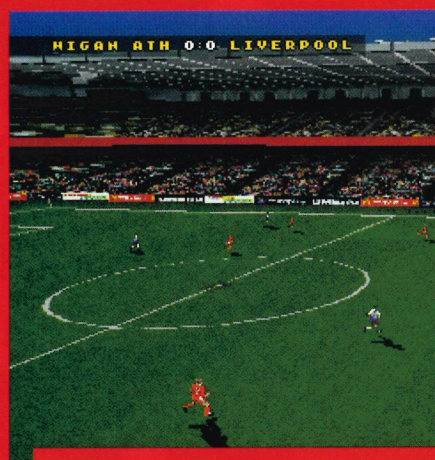
FOOTBALL MANAGEMENT HAS LONG been the domain of the home computer. The ability of a PC to handle vast amounts of statistics has never been in question, but all this time it has left us PlayStation owners pining for the chance to manage our favourite team to glory. Just imagine, for example, the opportunity to take Manchester City back into the Premiership and lead them on a glory charge into Europe. Admittedly it needs a pretty vivid imagination, but everything will soon be possible in the world of Premier Manager from Gremlin Interactive. After an awful lot of work, Gremlin have managed to get their successful foot management sim onto the PlayStation in undoubtedly its greatest incarnation to date. Gone are the boring match representations that have plagued the genre in the past and in comes match highlights played out in front of your very eyes using the engine that worked so well in the recent hit Actua Soccer 2.

More emphasis is being placed on player stats than ever before and each team will be accurately recreated courtesy of the stats guys that work for top footy mag 'Goal!' to provide the most realistic experience possible. You'll be able to play the game in a couple of modes, one where you start off with whatever team you like, the other where you are offered only a certain number of lowly jobs to begin with and you'll have to work your way up through the reputation stakes. With Premier Manager set to arrive with World Cup fever in full swing, Gremlin can only do well out of this. The fact that it's looking like a quality slice of gaming pie will give us a Brucie bonus all round.

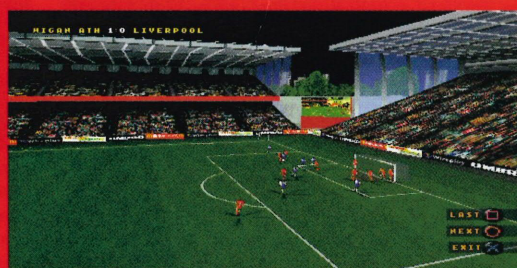
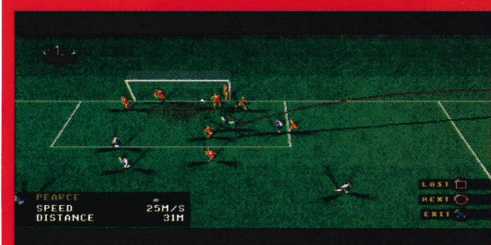
Top Scorers
English Premier League

| Player | Club | Goals |
|-------------------|-------------------|-------|
| Andy Cole | Manchester United | 6 |
| Karlheinz Riedle | Liverpool | 5 |
| Faustino Asprilla | Newcastle United | 4 |
| Peter Beardsley | Bolton Wanderers | 4 |
| Dennis Bergkamp | Arsenal | 4 |
| Nathan Blake | Bolton Wanderers | 4 |
| Lee Bowyer | Leeds United | 4 |
| Tony Cottee | Leicester City | 4 |
| Les Ferdinand | Tottenham Hotspur | 4 |
| John Hartson | West Ham United | 4 |

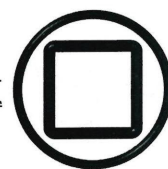
View Premier Division



Each team in the English league will be accurately recreated by some of the best statisticians in the land to provide a realistic game. But you'll have to start off at the very bottom of the ladder if you want the ultimate challenge



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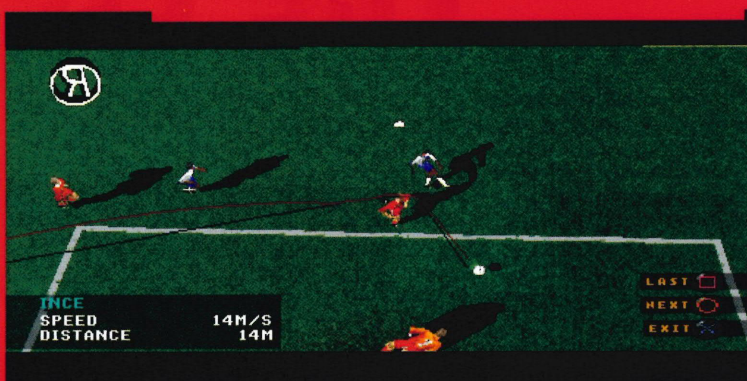
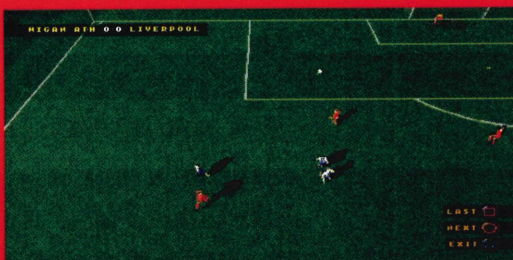
Deal with the every day traumas of football management ranging from player disputes and training, to getting sacked because you're rubbish. On the other hand you could hit the winning formula and suddenly find yourself in front of a 100,000 screaming fans in a European Cup final. Can you handle the pressure?

Negotiations

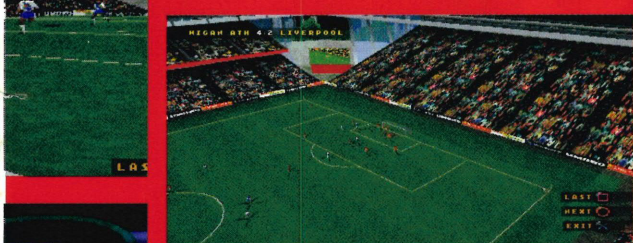
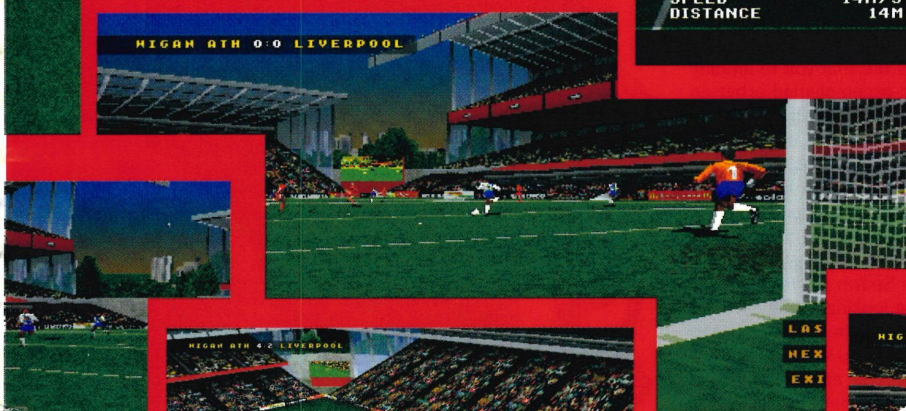
Wed 3 Oct 1997

| Name | Club |
|-----------------|------------------|
| Mooney | Watford |
| Rating | Status |
| ★★★ | On Transfer List |
| Age | Your Offer |
| 26 | £910,000 |
| Club Valuation | Weekly Wage |
| £990,000 | £5,300 |
| Money Available | Contract Term |
| £1,763,858 | 4 years |
| | Bonus |
| | House and Car |

Finalise Offer



The Actua Soccer 2 engine appears in all its glory to provide us with the best looking highlights ever seen in a management game on any format. You may not be able to change the result, but you will experience the real traumas of management as your 'star buy' balloons the ball over the bar time and again



Wed 3 Oct 1997

League GROUP G

| | P | W | D | L | F | A | P |
|-------------------|---|---|---|---|---|---|---|
| Manchester United | 2 | 2 | 0 | 0 | 7 | 0 | 4 |
| Leicester City | 2 | 1 | 0 | 1 | 4 | 5 | 2 |
| Rosenborg | 2 | 1 | 0 | 1 | 2 | 5 | 2 |
| IFK Gothenburg | 2 | 0 | 0 | 2 | 3 | 6 | 0 |

League GROUP H

| | P | W | D | L | F | A | P |
|-------------------|---|---|---|---|----|----|---|
| Inter Milan | 2 | 2 | 0 | 0 | 12 | 5 | 4 |
| A.C. Milan | 2 | 1 | 1 | 0 | 5 | 2 | 3 |
| Borussia Dortmund | 2 | 0 | 1 | 1 | 5 | 10 | 1 |
| FC Kosice | 2 | 0 | 0 | 2 | 2 | 7 | 0 |

Premier Manager has been in development for what seems like an age, but it should fit nicely into an almost empty niche in the PlayStation market when it does arrive. Finally, that last bastion of PC gaming has arrived on everybody's favourite console

Game Title

Premier Manager '98

Software House

Gremlin

Release Date

March

Spawn: The Eternal

A new comic/movie conversion is almost upon us, and Sony intend to make the most of its cult following, the spawny gits

TODD MCFARLANE MAY NOT BE a name that you'd instantly recognise, but chances are that you're already familiar with his work. As quite an accomplished artist on the best-selling Spiderman books, McFarlane decided to try his hand at something a little less homely and began work on his own brand of hero. His creation, which won the 1996 National Comics award for best Comic-Based Multimedia, was the new anti-hero Spawn, and McFarlane's creative genius was confirmed as the comic rocketed to cult status overnight.

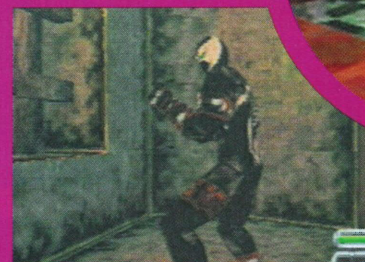
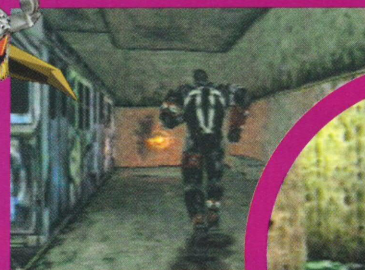
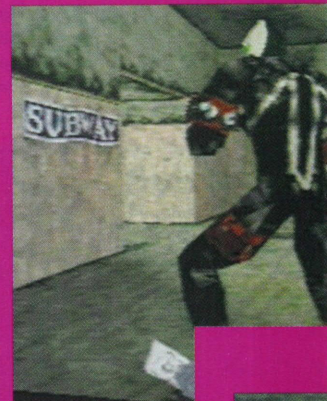
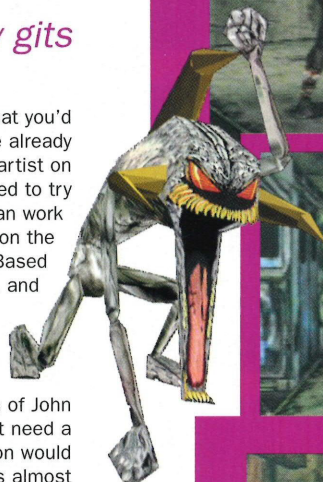
We've already seen Spawn get the Hollywood treatment in the amazing looking movie of the same name, which featured the talents of John Leguizamo and Martin Sheen, and you wouldn't need a Mensa certificate to guess that a console conversion would be rumbling along very shortly. Well, that time is almost upon us and Spawn: The Eternal should soon be comfortably nestled on the shelves of your local distributor.

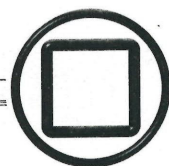
Sony are confident that the game of the film of the comic book will perform well even after the silver screen version attracted only a small amount of box office receipts.

Final touches and alterations have all been administered to the 3D action/adventure/beat'em-up that Sony say will switch seamlessly from one genre to another whilst you struggle to master the bundles of special moves within the spawny one's arsenal. Sony anticipate that

Spawn will achieve high sales due to its cult sci-fi gothic feel and the undoubted amount of blood and guts that will be on show as the General of Hell's armies seeks vengeance for his own death.

The game will feature superbly realised characters from the award-winning comic book series and comes fully endorsed by Todd McFarlane himself. The plot is based around the original 14 part Spawn series detailing the origins of Spawn and his encounters with adversaries such as Overkill and The Violator





Game Title

Spawn: The Eternal

Software House

Sony

Release Date

March

The graphics are looking really good due to 3D models being incorporated in the design for both characters and playing environments. Texture mapping, light sourcing and shading have all been used to breath life into the dark, brooding and atmospheric world where the action is set

The release of Spawn has been perfectly timed to coincide with the UK video release of the feature film and the new animated TV special which is doing the rounds in Europe right now (which will no doubt induce a short time of sunlight barren anti-social anorak worship for die-hard Spawn fans). What are you doing people? You mean to say you missed it at the cinema? Yeah right



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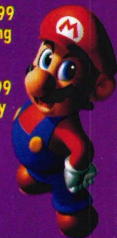
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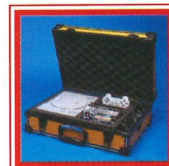
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Hints & Tips

ANDRETTI RACING

The Andretti family have a fine reputation to uphold in racing so a little help would be nice.

Extra Car Option

While racing, pause the game then go to race strategy. Press and hold:

L1+L2+R1+R2+X+O+SELECT

Change Car Colours

Start a new race and select the begin career option. At the "Register" screen, enter "Go Bears!" for stock cars, or "Go Bruins!" for Formula One cars. At the "Car Select" screen you'll see extra vehicles

BRANHA FORCE: THE ASSAULT ON BELTLOGGER 9

Life would be much simpler if those mechanised enemies could be cleared quicker...

Easy Mode

When you get to the screen that flashes 'Start', press and hold diagonal **X+O+SELECT**, then press **START**. When you start the game, you will have more time to finish the level. The enemies will also be weaker.

Flight Mode

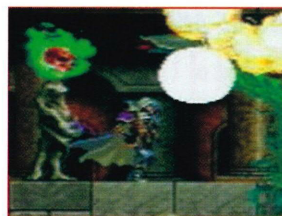
Finish the game in less than two hours and leave your memory card inside slot one. At the title screen, press the **START** button. During the game, press and hold **L2** and **R2** on controller two. Next, press the **X** button on controller one. This should activate the Flight Mode. The Flight Mode allows you to use the **R2** and **L2** buttons to fly up and down. You can re-enter the code to return to the normal jump mode.

Special Menu Options

Finish the game in less than two hours and leave your memory card inside slot one. When you get to the title screen, press the **START** button. A new option should appear called 'Special'. Enter into the special mode and you will be able to access a bunch of special options.

Hard Mode

When you get to the screen that flashes 'Start', quickly press **L1,R1,L2,R2,X+O+SELECT**. When the game starts, there will be more enemies and less power-ups.



CASTLEVANIA: SYMPHONY OF THE NIGHT

Once you become the vampiric Alucard, utilise his full armoury of spells as follows:

Hellfire: **↑,↓,↖,↗,→X** or **●**

Spirit: **→,←,↑,↓,X** or **●**

Tetra Spirit: (**↑** hold for two sec) **↖,→,↗,↓X** or **●**

Soul Steal: **←,→,↖↑,↗,←,→, X** or **●**

Dark Metamorphosis:

←,↖,↑,↗,→,X or **●**

Name of Game Codes

(only after 170% of the game is beaten)

AXEARMOR:

start game with new armor

X-XIV'G:

(that's two apostrophes) start with 99 luck

RICHTER:

Play through game as Richter

COLONY WARS

Take 'The Father's' advice and cheat like a bast'. Enter in the password menu:

All*cheats*off... Turn off all cheats

TranquilleX... Super cooled guns

Memo*X33RTY... Infinite secondary weapons

Commander*Jeffer... Select level

Hestas*Retort... Infinite energy

INDY 500

Just a couple of cheats to make things more enjoyable

Hidden command

On the title screen, enter the following button sequence three times: **●,X,▲,■**.

Drag racing course

On the Indy 500 mode screen, move the cursor over "QUALIFY" and hold **L1,L2,R1,R2** and **START**. For 2-player mode, enter the same codes at the handicap screen.

Change viewpoint

During replay, hold **SELECT** and hit each of the following buttons for a different view: **L1,L2,R1,R2,▲,■,X**

MADDEN '98

If American footie is your game then you can't go wrong with a few more teams to play.

Bonus Teams

Enter these names in the create player menu, it doesn't matter what kind of player you create, it's the name that counts.

EA Sports Team

ORRS HEROES

Tiburon Team

LOIN CLOTH

All Time Leaders

LEADERS

All Time All Madden

COACH

All 60's Team

PAC ATTACK

All 70's Team

STEELCURTAIN

All 80's Team

GOLD RUSH

NFC

ALOHA

AFC

LUAU

Cheat Codes

Enter these names in the create player screen. It doesn't





matter what kind of player you create, it's the name that counts.

Leech
Better Defensive Backs
Gloves
Easier Catches
Bigfoot
Better Kicking
Jackhammer
Better Stiff Arm

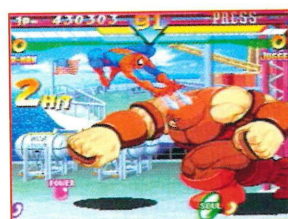
Secret Stadiums

Enter the following names in the create player screen to gain access to the secret stadiums:

Stadium
NAME
Astrodome (Old Oilers)
JETSONS
Cleveland Browns Stadium
DAWGPOUND
Old Oakland Stadium
SNAKE
Old Tampa Bay Stadium
BIG SOMBRERO
Old Miami Dolphins Stadium
DANDAMAN
RFK Stadium (Old Redskins)
OLDDC
Tiburón Sports Complex
SHARKSFIN
Old West
GHOST TOWN

MARVEL SUPER HEROES

Need a little help putting on your spandex undies? Don't worry, just follow our advice. First, beat the game once. Then, go to the character selection screen (not the short-cut version). Now, press **↑, ↓, ←, →, ↑, ↓, ←, →** and hold **↑**. Then press and hold Light Punch, then Middle Punch, then Heavy Punch. (LP -> MP+HP -> LP+MP+HP)
Remember not to release Up



before pressing the punch buttons! Anita should now appear instead of Spiderman

MK MYTHOLOGIES: SUB ZERO

If you've mistakenly bought this atrocity you're gonna want a cheat to skip to the end before throwing it in the bin.

Skip to the final stage

Go to the Password Screen and enter the following: **XJKNZT**

MOTO RACER

Slip these cheats into this natty little two-wheeler for more scrambling fun.

CPU bikes limited to 50 Km/h

↓, ↓, ↓, ○, L1, □, L2, ↓, ↓, * at the title screen.

Enable All Normal Tracks

↑, ↑, ←, →, ↓, ↓, □, R2, △, * at the title screen.

Enable All Reversed Tracks

↓, ↓, →, ←, ↑, ↑, ○, L2, △, * at the title screen.

Pocket Bikes

↑, ↓, R2, L2, ↓, ↑, L1, * at the title screen.

Race at Night

↑, ○, L1, ↓, △, L2, □, ←, R1, * at the title screen. Or try,

↑, ○, L1, ↓, △, L2, ○, ←, R1, * at the title screen.

Reverse Mode

←, →, ←, →, □, ○, R1, L1, △, * at the title screen.

Turbo Boost

↑, ↑, ↑, △, R1, △, R2, ↑, ↑, * at the title screen.

View Credits

○, △, □, ○, △, □, ↑, →, ←, * at the title screen.

View Ending

□, △, ○, △, □, △, L1, ↑, R2, * at the title screen.

NASCAR '98

Add a little fun to this bland lap fest with this cheat.

Paintball Mode

During a race, pause the game and go to race statistics. Now press **R1+R2+L1+L2** and you will hear an engine roar. Continue the race and press **△** to shoot paintballs at your opponents.



NFL GAMEDAY '98

To create your own personalised games, go to the Easter Egg screen and enter in the following codes:

Ball Gets knocked out easier:

leech

No penalties:

blind ref

Players move more quicker:

juice

Players move faster:

fire drill

Receives have better hands:

gloves

Defensive players jump higher:

rejection

Improved CPU defense:

cpu defense

Improved CPU offense:

cpu offense

Make players larger:

humongous

Makes teams equal:

equal teams

No heads:

horsemen

Pumped up running back:

bettis

Stronger stiff arm:

jack hammer

1D players:

cookie cutter

Crowd muffle:

quiet crowd

Defensive swarm:

watery ai

Kick longer field goals:

big foot

Louder Announcer:

loud mouth

Make all players:

flat land

No arms:

look ma

Play as shadows:

mcmahon

Players have half of one leg:

ahab

Pumps both defensive sides:

gd challenge

Tiny players:

flea circus

NHL BREAKAWAY '98

Customise your games with this set of cheats. First pause the game, then press **R1, R2, →, ←, R1**. This will bring up two cheat menus. The options are:

Big Players:

Makes them players big

Little Players:

Makes them small

Pass Lines:

Draws a line on the ice to the default pass recipient

Phat Puck:

That's one BIG puck

Big Head:

Makes all the players big-headed

Flat Foot:

Big feet

Offense AI:

Debug tool, now inactive

Defense AI:

Debug tool, now inactive

Free Puck AI:

Debug tool, now inactive

Skeleton Mode:

Makes your player into a wireframe model

Fast Clock:

Speeds up the clock

Chipmunk Mode:

Speeds up the announcer

Scary Mode:

Slows down announcer

Brutus Mode:

Increases damage done in fights

Game Fanatic Mode:

Inactive

Play Organ:

Plays organ (duh)

Play Misc Announcer:

Plays stadium announcements

Home Happy:

Announcer gets excited about the home team

Home Sad:

Announcer gets frustrated with the home team

Away Happy:

Announcer gets excited about the away team



Away sad:

Announcer gets frustrated with the away team

H-Star:

Current crowd favourite for home team (cheers when gets puck)

A-Star:

Current crowd enemy for home team (boos when gets puck)

Sound Test:

Sound Test

ONE

Get a little more power for that mechanised arm of yours with these cheats.

All Weapons

To use any of the One's impressive arsenal of weapons, enter the password "Maxpower".

Level Select

To start on any level, enter the password "Heavyfeet".

Extra Lives

For 31 lives, enter the password IMMORTAL

Invincibility

Enter the password NEVERDIE and a message will appear at the bottom of the screen to confirm that the cheat worked.

PEAK PERFORMANCE

A fair racer which can throw up a few surprises...

240 ZX/The Bus

First, finish the Bay Area course in or under three minutes and you will get the 240 ZX and the Bus.

Note: You must be driving a car to find these.

Diablo In 1 Player Mode

First, you have to come in first place in all three difficulty levels in the Uptown Driveway course. Then you have to come in first place in the new level that appears. Race the Uptown Driveway course in Time Trial Mode where you will find a parked Diablo. Pull up to the car and a message will appear saying that you found the car.

Porsche In 1 Player Mode

You have to come in first place in all three difficulty levels in the Seven Tight Corners course. Next, race the same course in Time Trial Mode and go to the hotel. You should see

a parked Porsche.

Pull up to the car and a message should say that you found the car.

Truck And The McClaren

Note: these cars can only be driven in the Time Trial Mode. Finish the Pikes Peak Hill Climb course, in or under two minutes 30 seconds and you should get the Truck and the McClaren.

RAPID RACER

Cut through the waves and advance through with ease using these cheats.

Cheat Codes

Enter all these cheats at the player name screen. Replace "/" with a space (eg., enter "QAK", not "/QAK".)

/BOA All boats

/QAK Duck cheat

HURR Gives you the hurricane boat

/STR Plays all streams

/DAY Unlocks all day tracks

/NIT Unlocks all night tracks

RRIM Unlocks all mirror tracks

FRAC Unlocks fractal tracks

WINR Finishes race

STREET FIGHTER EX PLUS ALPHA

Not happy with what's on offer? Tap this little fella in for a greater selection

Play as Akuma

At the Player Select screen, press ↑,R1,↓,L2,→,L1,←,R2.

The code must be entered quickly for it to work. If it doesn't work, go to Guile and try again. When it works, choose Guile to play as Akuma

TEST DRIVE 4

Want to get that little bit further ahead of the pack? Help is now at hand.

All Cars

To enable this code, go to the name entry screen after you've done a race and enter the following: SAUSAGE.

Bonus Tracks

To enable this code, go to the name entry screen after you've done a race and enter the following: KNACKED.

Nitro

To enable this code, go to the

name entry screen after you've done a race and enter the following: WHOOOOSH

Tiny Cars

To enable this code, go to the name entry screen after you've done a race and enter the following: MJCIM.RC

TWISTED METAL 2

Still as popular as ever, this drive and destroy fest is blown apart here.



All level codes

Enter these codes at the password screen and press START to access the precise level indicated for a particular character.

AXEL

Moscow - *,▲,*,*, SPACE, SPACE

Paris - ●,▲,■,▲ SPACE

Amazonia - ▲,▲,■,●,●, SPACE

New York - SPACE, ▲,■,■,*, SPACE

Antarctica - *,*,▲,■,▲,●

Holland - ●,*,●,▲,●,●

Hong Kong - ▲,*,●,*,*,●

Dark Tooth - ▲,■,▲,■, SPACE, ■

GRASSHOPPER

Moscow - ▲,*,●, SPACE, SPACE, SPACE

Paris - *,▲,●,■,■,●

Amazonia - SPACE, *,●,●,▲,●

New York - ●, ▲, *, ●, SPACE, ■

Antarctica - *, ■, ■, ●, SPACE ▲

Holland - ▲, ▲, *, ■, ●, ▲

Hong Kong - ●, ■, ■, ●, *, ▲

Dark Tooth - *, SPACE, *, ■, ■, SPACE

HAMMERHEAD

Moscow - SPACE, ▲, *,*,*, SPACE

Paris - SPACE, *, ▲, ■, *,▲

Amazonia - ▲, SPACE, SPACE, SPACE, X, ●

New York - ▲, ▲, *,▲, *,*

Antarctica - ▲, *, ▲, ●, *, ■

Holland - ▲, ■, ■, *, ■, SPACE

Hong Kong - ●, ▲, ●, ■, ■, ▲

Dark Tooth - ●, ●, ●, SPACE, ▲, *

MR. GRIMM

Moscow - ▲, ▲, *, *, ●, SPACE



Paris - ●, *, ▲, ●, ▲, *

Amazonia - *, ●, ●, ▲, ▲, ▲

New York - ▲, SPACE, SPACE, ●, *, ●

Antarctica - ●, ▲, *, ▲, *

SPACE

Holland - *, *, ▲, SPACE, ●, *

Hong Kong - SPACE, *, ●, ▲, ■, ■

Dark Tooth - SPACE, ■, ▲, ●, ●, ▲

MR. SLAM

Moscow - *, *, ▲, ■, *, SPACE

Paris - *, SPACE, ●, *, ■

Amazonia - ●, ▲, ■, SPACE, ■, *

New York - ▲, *, ●, ■, SPACE, ●

Antarctica - ▲ SPACE, ▲, ●, ▲ ▲

Holland - SPACE, ● SPACE, SPACE, ●, SPACE

Hong Kong - ■, SPACE, SPACE, ▲, SPACE, ▲

Dark Tooth - ■ SPACE, ■, ▲, ●, *

OUTLAW 2

Moscow - SPACE, *, ●, SPACE, ▲, SPACE

Paris - ▲, ▲, *, ●, ▲, SPACE

Amazonia - ▲, ■, ■, ■, ▲, SPACE

New York - ●, *, ▲, ▲, ▲, SPACE

Antarctica - *, ▲, ●, *, ▲, SPACE

Holland - *, ■, ■, SPACE, ▲, *, *

Hong Kong - SPACE, ▲, *, ■, SPACE, ▲, SPACE

Dark Tooth - SPACE, ●, *, SPACE, ▲, SPACE

ROAD KILL

Moscow - ●, *, ▲, ■, ■, SPACE

Paris - ▲, SPACE, ▲, SPACE, SPACE, ●

Amazonia - *, *, ▲, ●, ■, ▲

New York - ●, SPACE, SPACE, *, SPACE, *

Antarctica - SPACE, ▲, ■, *, ●, SPACE

Holland - *, SPACE, SPACE, ▲, SPACE, ■

Hong Kong - ▲, ▲, ■, ▲, ●, ▲

MR. SLAM

Moscow - *, *, ▲, ■, *, SPACE

Paris - *, SPACE, ●, *, ■

Amazonia - ●, ▲, ■, SPACE, ■, *

New York - ▲, *, ●, ■, SPACE, ●

Antarctica - ▲ SPACE, ▲, ●, ▲ ▲

Holland - SPACE, ● SPACE, SPACE, ●, SPACE

Hong Kong - ■, SPACE, SPACE, ▲, SPACE, ▲

Dark Tooth - SPACE, ●, *, SPACE, ▲, SPACE

ROAD KILL

Moscow - ●, *, ▲, ■, ■, SPACE

Paris - ▲, SPACE, ▲, SPACE, SPACE, ●

Amazonia - *, *, ▲, ●, ■, ▲

New York - ●, SPACE, SPACE, *, SPACE, *

Antarctica - SPACE, ▲, ■, *, ●, SPACE

Holland - *, SPACE, SPACE, ▲, SPACE, ■

Hong Kong - ▲, ▲, ■, ▲, ●, ▲

MR. SLAM

Moscow - *, *, ▲, ■, *, SPACE

Paris - *, SPACE, ●, *, ■

Amazonia - ●, ▲, ■, SPACE, ■, *

New York - ▲, *, ●, ■, SPACE, ●

Antarctica - ▲ SPACE, ▲, ●, ▲ ▲

Holland - SPACE, ● SPACE, SPACE, ●, SPACE

Hong Kong - ■, SPACE, SPACE, ▲, SPACE, ▲

ROAD KILL

Moscow - ●, *, ▲, ■, ■, SPACE

Paris - ▲, SPACE, ▲, SPACE, SPACE, ●

Amazonia - *, *, ▲, ●, ■, ▲

New York - ●, SPACE, SPACE, *, SPACE, *

Antarctica - SPACE, ▲, ■, *, ●, SPACE

Holland - *, SPACE, SPACE, ▲, SPACE, ■

Hong Kong - ▲, ▲, ■, ▲, ●, ▲

MR. SLAM

Moscow - *, *, ▲, ■, *, SPACE

Paris - *, SPACE, ●, *, ■

Amazonia - ●, ▲, ■, SPACE, ■, *

New York - ▲, *, ●, ■, SPACE, ●

Antarctica - ▲ SPACE, ▲, ●, ▲ ▲

Holland - SPACE, ● SPACE, SPACE, ●, SPACE

Hong Kong - ■, SPACE, SPACE, ▲, SPACE, ▲

ROAD KILL

Moscow - ●, *, ▲, ■, ■, SPACE

Paris - ▲, SPACE, ▲, SPACE, SPACE, ●

Amazonia - *, *, ▲, ●, ■, ▲

New York - ●, SPACE, SPACE, *, SPACE, *

Antarctica - SPACE, ▲, ■, *, ●, SPACE

Holland - *, SPACE, SPACE, ▲, SPACE, ■

Hong Kong - ▲, ▲, ■, ▲, ●, ▲

MR. SLAM

Moscow - *, *, ▲, ■, *, SPACE

Paris - *, SPACE, ●, *, ■

Amazonia - ●, ▲, ■, SPACE, ■, *

New York - ▲, *, ●, ■, SPACE, ●

Antarctica - ▲ SPACE, ▲, ●, ▲ ▲

Holland - SPACE, ● SPACE, SPACE, ●, SPACE

Hong Kong - ■, SPACE, SPACE, ▲, SPACE, ▲

ROAD KILL

Moscow - ●, *, ▲, ■, ■, SPACE

Paris - ▲, SPACE, ▲, SPACE, SPACE, ●

Amazonia - *, *, ▲, ●, ■, ▲

New York - ●, SPACE, SPACE, *, SPACE, *

Antarctica - SPACE, ▲, ■, *, ●, SPACE

Holland - *, SPACE, SPACE, ▲, SPACE, ■

Hong Kong - ▲, ▲, ■, ▲, ●, ▲

MR. SLAM

Moscow - *, *, ▲, ■, *, SPACE

Paris - *, SPACE, ●, *, ■

Amazonia - ●, ▲, ■, SPACE, ■, *

New York - ▲, *, ●, ■, SPACE, ●

Antarctica - ▲ SPACE, ▲, ●, ▲ ▲

Holland - SPACE, ● SPACE, SPACE, ●, SPACE

Hong Kong - ■, SPACE, SPACE, ▲, SPACE, ▲

ROAD KILL

Moscow - ●, *, ▲, ■, ■, SPACE

Paris - ▲, SPACE, ▲, SPACE, SPACE, ●

Amazonia - *, *, ▲, ●, ■, ▲

New York - ●, SPACE, SPACE, *, SPACE, *

Antarctica - SPACE, ▲, ■, *, ●, SPACE

Holland - *, SPACE, SPACE, ▲, SPACE, ■

Hong Kong - ▲, ▲, ■, ▲, ●, ▲

MR. SLAM

Moscow - *, *, ▲, ■, *, SPACE

Paris - *, SPACE, ●, *, ■

Amazonia - ●, ▲, ■, SPACE, ■, *

New York - ▲, *, ●, ■, SPACE, ●

Antarctica - ▲ SPACE, ▲, ●, ▲ ▲

Holland - SPACE, ● SPACE, SPACE, ●, SPACE

Hong Kong - ■, SPACE, SPACE, ▲, SPACE, ▲

ROAD KILL

Moscow - ●, *, ▲, ■, ■, SPACE

Paris - ▲, SPACE, ▲, SPACE, SPACE, ●

Amazonia - *, *, ▲, ●, ■, ▲

New York - ●, SPACE, SPACE, *, SPACE, *

Antarctica - SPACE, ▲, ■, *, ●, SPACE

Holland - *, SPACE, SPACE, ▲, SPACE, ■

Hong Kong - ▲, ▲, ■, ▲, ●, ▲

MR. SLAM

Moscow - *, *, ▲, ■, *, SPACE

Paris - *, SPACE, ●, *, ■

Amazonia - ●, ▲, ■, SPACE, ■, *

New York - ▲, *, ●, ■, SPACE, ●

Antarctica - ▲ SPACE, ▲, ●, ▲ ▲

Holland - SPACE, ● SPACE, SPACE, ●, SPACE

Hong Kong - ■, SPACE, SPACE, ▲, SPACE, ▲

ROAD KILL

Moscow - ●, *, ▲, ■, ■, SPACE

Paris - ▲, SPACE, ▲, SPACE, SPACE, ●

Amazonia - *, *, ▲, ●, ■, ▲

New York - ●, SPACE, SPACE, *, SPACE, *

Antarctica - SPACE, ▲, ■, *, ●, SPACE

Holland - *, SPACE, SPACE, ▲, SPACE, ■

Hong Kong - ▲, ▲, ■, ▲, ●, ▲

MR. SLAM

Moscow - *, *, ▲, ■, *, SPACE

Paris - *, SPACE, ●, *, ■

Amazonia - ●, ▲, ■, SPACE, ■, *

New York - ▲, *, ●, ■, SPACE, ●

Antarctica - ▲ SPACE, ▲, ●, ▲ ▲

Holland - SPACE, ● SPACE, SPACE, ●, SPACE

Hong Kong - ■, SPACE, SPACE, ▲, SPACE, ▲

ROAD KILL

Moscow - ●, *, ▲, ■, ■, SPACE

Paris - ▲, SPACE, ▲, SPACE, SPACE, ●

Amazonia - *, *, ▲, ●, ■, ▲

New York - ●, SPACE, SPACE, *, SPACE, *

Antarctica - SPACE, ▲, ■, *, ●, SPACE

Holland - *, SPACE, SPACE, ▲, SPACE, ■

Hong Kong - ▲, ▲, ■, ▲, ●, ▲

MR. SLAM

Moscow - *, *, ▲, ■, *, SPACE

Paris - *, SPACE, ●, *, ■

Amazonia - ●, ▲, ■, SPACE, ■, *

New York - ▲, *, ●, ■, SPACE, ●

Antarctica - ▲ SPACE, ▲, ●, ▲ ▲

Holland - SPACE, ● SPACE, SPACE, ●, SPACE

Hong Kong - ■, SPACE, SPACE, ▲, SPACE, ▲

ROAD KILL

Moscow - ●, *, ▲, ■, ■, SPACE

Paris - ▲, SPACE, ▲, SPACE, SPACE, ●

Amazon



Dark Tooth - ▲, ●, ✕, ▲, ■, ✕

SHADOW

Moscow - ■, SPACE, SPACE, ▲, ▲, SPACE

Paris - ✕, ▲, ✕, ■, ●, ▲
Amazonia - ✕, ✕, ●, SPACE, ▲, ✕
New York - ✕, SPACE, SPACE, ✕, ●, ■

Antarctica - ●, ✕, ●, ●, ✕ ●
Holland - ●, ▲, ■, ▲, ■, SPACE
Hong Kong - ●, SPACE, ▲, SPACE, ■, ✕
Dark Tooth - ●, ▲, SPACE, ▲, ●, SPACE

SPECTRE

Moscow - ●, ▲, ✕, ✕, ▲, SPACE

Paris - SPACE, ▲, ■, ●, ✕
Amazonia - ●, ✕, ▲, ■, ▲, ✕
New York - SPACE, ✕, ●, ✕, ✕, ▲
Antarctica - ✕, SPACE, SPACE, SPACE, ●, ▲
Holland - ▲, SPACE, SPACE, ■, ✕, ■
Hong Kong - ✕, ▲, ✕, ▲, ●, ■
Dark Tooth - ✕, ●, ●, ●, SPACE, ▲

THUMPER

Moscow - ●, SPACE, SPACE, ▲, ✕, SPACE
Paris - ✕, ■, ●, ●, ●, ▲
Amazonia - ▲, ✕, ●, SPACE, ■, SPACE
New York - ✕, ✕, ▲, ▲, ✕, ▲
Antarctica - ▲, ▲, ■, SPACE, SPACE, SPACE
Holland - ✕, ▲, ✕, SPACE, ■, ▲
Hong Kong - ▲, SPACE, SPACE, ■, ▲, SPACE
Dark Tooth - ▲, SPACE, ■, ■, ✕, ●

TWISTER

Moscow - ✕, SPACE, SPACE, ▲, ●, SPACE
Paris - ▲, ✕, ●, ●, ✕, ▲
Amazonia - SPACE, ▲, ■, ✕, ■, ●
New York - ✕, ▲, ✕, ●, ✕, SPACE
Antarctica - ●, SPACE, SPACE, ✕, ■, ▲
Holland - SPACE, ✕, ✕, SPACE, SPACE, ●
Hong Kong - ✕, ✕, ▲, ✕, ■, SPACE
Dark Tooth - ✕, ■, SPACE, ■, ▲, ●

WARTHOG

Moscow - ▲, SPACE, SPACE, ▲, ■, SPACE



Paris - ▲, ■, ■, ■, ✕, ■
Amazonia - ●, ■, ■, ●, ✕, ✕
New York - ✕, ■, ■, SPACE, ✕, ●
Antarctica - SPACE, ✕, ●, ▲, SPACE, ■
Holland - ▲, ✕, ▲, ■, SPACE, ✕
Hong Kong - ●, ✕, ▲, ●, SPACE ●
Dark Tooth - ●, ✕, ▲, ●, SPACE ●

God Mode

This code will give you God Mode, plus infinite ammo and an infinite special bar.

Hold down **L1, L2, R1, R2**. Then enter **↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓**. If entered correctly, the words 'God Mode' will appear at the top of the screen

Homing Napalm Advanced Attack

During the game, fire a napalm with at least one in reserve.

Keep the button pressed and enter the following button sequence: **↑, ↓, ↓, ←, ←, ←, →, →**. You'll still need to aim it, but it'll find its original target

Restore your life

If you run over ten pedestrians you get your life restored.

Sell your weapons for health

Sell your soul by pressing: **↓, ↑, →, ←, ↑, ↑, ↓, ↓**. Then sell all of your weapons for life.

NOTE: The more weapons you have the more life you get

Minion's Special Attack

↑, ↓, ↑, ↑, MACHINE GUN

Advanced Attacks

At any time during play, perform these combos for special advanced attacks:

Cloaking:

→, ↓, ←, ↑

Freeze Blast:

←, →, ↑

Jump:

↑, ↑, ←

Mine Attack:

→, ←, ↓

Napalm:

→, ←, ↑

Rear Attack:

←, →, ↓

Rear Freeze:

←, →, ↓, ←, →, ↑

Rear Napalm:

←, →, ↓, →, ←, ↑

Shield:

↑, ↑, →

Play as Minion

At the car select screen, press **L1, ↑, ↓, ←**

Play as Sweet Tooth

At the car select screen, press **↑, L1, ▲, →**

V-RALLY

Race away without a care in the world with these little beauties.

Hidden Stuff

At the white intro-screen when the infogrames logo appears press quickly **↑, ↓, ▲+●** "lock off" appears. After that press:

←+L1 - time off

←+L2 - narrow on

←+R1 - extra car

←+R2 - restart on

RESIDENT EVIL: DIRECTOR'S CUT

Bonus Weapons

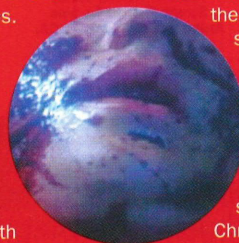
If you finish the game in the Advanced mode you will get the "Colt Python" magnum gun with infinite shots. A very cool weapon when you can blow zombie heads clean off from a distance.

Hunting Tips

To kill Zombies with one shot, let them walk right in front of you. Then aim high with the Shotgun and fire. Poof! Dead zombies.

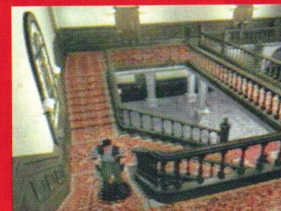
For acid-spitting zombies let the zombies get pretty close, then fire three steady shots with your Beretta. This will save you a lot of ammo.

To kill spiders quick, here's what to do. If you're Jill, arm the Bazooka with Flame rounds. Then when you encounter a spider let it get pretty close (or if you like, when it's ready to bite you), then fire! This works only against medium-sized spiders. You can try the Acid rounds, but it might take a shot or two more. For Chris, if you can pick up the flamethrower, use it against the huge spider. Just fire until it's nice and crispy.



Playing Tip

If you look at the pool table in the Bar Room of the Guest House, you'll notice

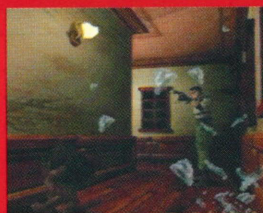


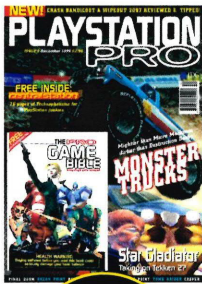
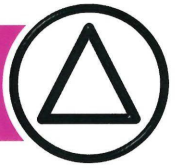
cue balls reading 12, 6, 3, 9, a clock dial at the end of the table, and two cue sticks. This represents a clock; the numbers represents the numbers of a clock, and the cue sticks represents the hands of a clock, the shorter hand being the hour hand and the longer stick being the minute hand. For Jill's storyline, it reads 3:45 and for Chris's storyline, it reads 2:15. What this tip does is that it makes it easier to open the door with the numbered key-pad lock in the beehive room. For Jill, enter 3, 4, 5 and the door will unlock. For Chris, enter 2, 1, 5, and the door will unlock.

Note: The numbers must not have been played with previously for trick to work.

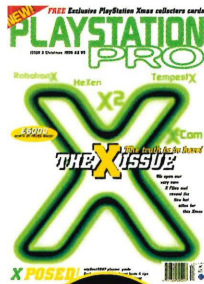
Remove Emblems

To remove the emblems from the Doom books, examine the books and turn them on their side with the pages facing you. Press **✕** to open the books and retrieve their emblems.

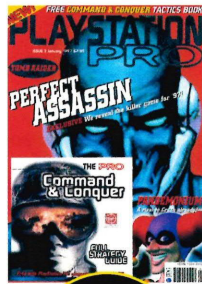




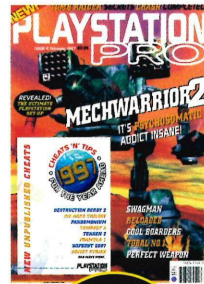
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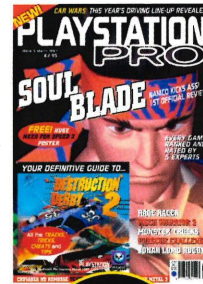
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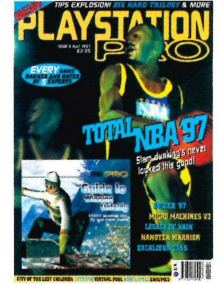
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SOLD OUT



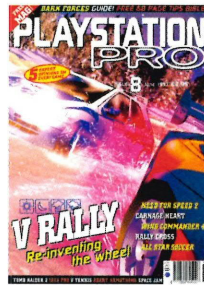
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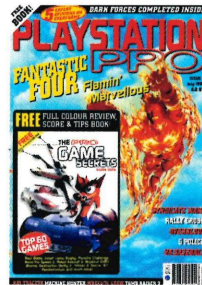
ISSUE SIX
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INSIDE: Free Guide to Winning Unfairly Tips book, plus reviews of Soccer '97, Micro Machines Legacy of Kain, Nanotek Warrior, Excalibur 2555, Jet Rider and Crypt Killer



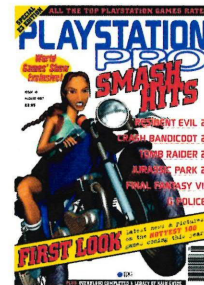
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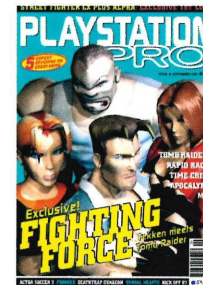
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COVER: V-Rally
INSIDE: Free 68 page mag full of new, current and platinum range tips and guides. Plus Need For Speed 2, Carnage Heart, Wing Commander 4, Rally Cross, All Star Soccer, Tomb Raider 2 and ISS Pro



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COVER: Fantastic Four
INSIDE: Free Game Secrets tips booklet, Rally Cross, WCW vs the World, Swagman, Syndicate Wars, Overblood, Actua Golf 2, Darklight Conflict



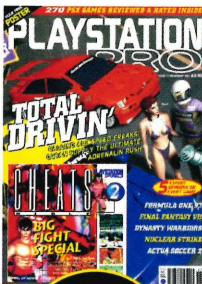
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COVER: Tomb Raider 2
INSIDE: Massive E3 Expo issue plus: Resident Evil 2, V-Rally, Machine Hunter, Warcraft II, Ray Tracers and a complete guide to Legacy of Kain, Overblood and Discworld



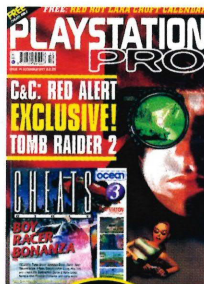
ISSUE ELEVEN
COVER: Fighting Force
INSIDE: Tomb Raider 2, Time Crisis, Vandal Hearts, Rapid Racer, Apocalypse, Street Fighter Ex Plus Alpha, Deathtrap Dungeon, Actua Soccer and much much more



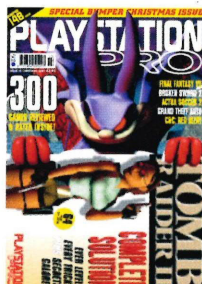
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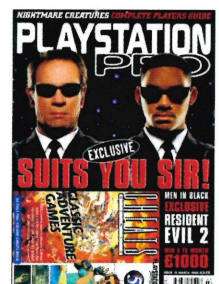
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COVER: Jersey Devil
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ISSUE EIGHTEEN
COVER: Men In Black
INSIDE: Free classic adventure game cheats bible, Free complete Nightmare Creatures players guide, plus Resident Evil 2, Spiceworld, Forsaken, Diablo and more!

Misplaced one of your old issues of the mag? Stupid! Lent a copy to your mate and he won't give it back? Batter him! Mmm, it's a familiar tale, but thankfully help is at hand. For just £3.00 per issue you can obtain a brand spanking new one almost immediately. Perhaps you've only just joined our ever-growing army of PlayStation Pros and fancy beefing up your mag collection so you've got the full set? If that's the case, go ahead and take advantage of this incredible offer! The mags are limited in numbers, so it's a first-come first-served basis and, unfortunately, issues 1, 2, 3, 4, 5, 7, 12, 13 and 14 are sold out already (although we do sometimes get new stock in). So, to avoid missing out, fill in, cut out and send off the form below straight away and watch for your postman to arrive with your goodies.

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IDG Media, FREEPOST (SK3038) Macclesfield SK10 4YE and we'll do our best to ease your mind. Maybe

Dear PlayStation Pro,

I got my PlayStation this Christmas just gone, but that was not the biggest or best decision I made over the festive period. Buying PlayStation Pro was. I started buying the mag five months before I got my PlayStation. I thought it was a bit crazy at the time, but it turned out to be a fabulous idea after being persuaded by my mate, Amin Din (another fan). You lot at PlayStation Pro think the best, write the best and you are the best. So for our sake please keep up the 100% entertainment!

Adam Harrison, Manchester

PRO:

Thanks for your glowing praise Adam. And big respect to Amin for pushing you our way.

Dear PlayStation Pro,

Listen! I just want to say one thing and one thing only: What a bloody good mag! It's the best! I buy it every month and I can't wait to read it! Your mag is the best! Keep up the good work.

Seb Smith, N'pton

PRO: Aw shucks, you're embarrassing us.

Dear PlayStation Pro,

I was reading the letters in issue 18 and I thought the last letter from Howard K in Liverpool was a disgrace. He was complaining about FIFA '98 saying how unrealistic it is. I want to know what he'd been taking when he wrote that letter. FIFA '98 is absolute class and as realistic as can be. It's the player who buys and sells the players, not the computer! As you said in your reply – sober up lad!

P.S. The magazine's great.

Michael Colclough, Darlington

PRO: You understood him?

Dear PlayStation Pro,

I don't care if this gets printed as long as someone reads it. Your mag is great! I read it, loved it and now I'm going to order it today. I've never bought this mag before, because of the price, but it's worth it. Your pictures are great and so are the graphics and I agree with Paul McNally. He's spot on. Keep up the good work. I

laugh reading your mag and so I read it again and it's even better than before! I love my plastic PlayStation (as my brother calls it) to bits.

Love you loads,

Melanie

PRO: Thanks for your letter Mrs McNally.

Dear PlayStation Pro,

I have been writing to you since I started buying your magazine in August and none of my letters have been printed yet. Now either my letters are getting lost or you just don't like me. So I'm using my best pen to write this time and I'm running low on ink, so hopefully I'm not wasting my time yet again...

- 1) Should I buy Nightmare Creatures or wait for Resident Evil 2?
- 2) Can you give me any tips for Time Crisis?
- 3) Your free guide helped me lots in my completing of Tomb Raider 2, but can you guys spell? Read the guide to the Temple Of Xian and you'll know what I mean?

Mark Costello, Gateshead

PRO: We get loads of letters sent in Mark, it's nothing personal, and as you can now see, perseverance has seen you through. Your questions then...

- 1) Nightmare Creatures is cool, yet Resident Evil



2 is way cooler. NC is out now and RE2 is out at the end of April, so if you think you can complete NC in time, then go buy it. Our players guide from issue 18 should help you finish it in time for you to start queuing for RE2.

2) Don't get shot. Shoot the red guys first and erm... shoot things accurately. Will they do?

3) Yes, yes. Sprigboard. Very hilarious "Elvis."

And you have the nerve to wonder why we never print your letters... Sheesh!

Dear PlayStation Pro,

I'm just writing a short/long letter to put my feelings across about some good footie games at present in the PlayStation market. It wasn't so long ago, in a galaxy far, far away (sorry wrong game) that Sensible Soccer was the god of all soccer games. All football gurus wanted a copy of this game no matter what format it was on. All other footie games that came to challenge Sensi would be shot down Clint Eastwood style. Sensible Soccer was the Liverpool of the eighties type of game, many people still talk about this game even today. I never had a copy myself, but played it many times and I do agree with the popular opinion that this game was the Star Wars Trilogy of all football games.

At the present time, as everyone is probably awaiting the arrival of World League Soccer and ISS Pro 2, on today's evidence I think the PlayStation Top three footie games must be Actua Soccer 2, FIFA '98 and ISS Pro. Each has the ability to shade each other in different departments such as slick, skilful movement (FIFA '98), Andy Gray's boot room style replays (Actua Soccer 2) and not to mention the Brazilian style approach play that runs throughout ISS Pro. Each one of these games is good, but none are the best.

I have a PlayStation and own all three of the above games and I am longing for a footie game to arrive to blow its competitors off the street, like a Mafia hitman in a rage! So it happens I took a trip one night with a friend to a local arcade and stumbled upon a good footie game, albeit with a few things missing from it. Virtual Soccer 2 was its name and although it's on the Sega label, and I don't know much about bargaining powers between games consoles, but if I were Sony's top bloke I would be screaming



out for this transfer before the new season begins in earnest.

You see, it's like this; if Virtua Soccer 2 was brought to the PlayStation, Ian Wright would find himself on the bench, Alan Shearer would wonder why St. James Park was empty and Ronaldo's record breaking world transfer fee would seem like a few coppers in my pocket! This game has the potential to present FIFA's slick skilful movement, Actua's Andy Gray replays and not to mention ISS Pro's Brazilian flair.

A far bigger blow than a Bruce Lee kick, as it is, Virtua Soccer 2 only features international sides, but if there was a season-by-season set up, involving league, FA Cup and European cup competitions (where FIFA went, but not quite far enough), I do believe football would be coming home! But I suppose I should wait for World League Soccer and ISS Pro 2 before making anymore wild statements.

Ian Wayne-Wright, North Watford

PRO: Erm, right then. Let me get this straight: You like FIFA 98, ISS Pro and Actua 2. You used to like Sensi. You love Virtua Soccer 2, in the arcades. You'd like Virtua Soccer 2 to be released on the PlayStation via some bizarre deal with Sega, but you're holding out for World League Soccer and ISS Pro 2. Correct? Right, well for one thing, I don't know what you want me to do about it, but I'll give you some information anyway...

Sensi is coming to the PlayStation in the form of Sensible Soccer 2000 very soon indeed, World League Soccer looks bloody amazing at present (really quick, fluid play) and the good people at Konami haven't sent us any shots or playable code of ISS Pro 2 as yet. Next month (in our re-designed ultra sexy new mag) we'll have a full rundown of every soccer title coming your way from now until Christmas (see page 98 for more details). Not bad eh?

The creators of Virtua Soccer 2 by the way, are working on a football title for the PlayStation, but it's not VS2 I'm afraid. But we'll have more news on this top secret project next month.



Dear PlayStation Pro,

Thanks so much for a great magazine. I'm writing to say what is the point of putting the Spice Girls in your magazine? It's a waste of space, so it's about time the Spice Girls spiced up their own life. I've got issue 18, the review on Cool Boarders 2 is super. I'm looking forward to Rascal and Kekken 3, so please could you tell me how much it will be?

Paul Haniak, Bury

PRO: Kekken 3? Kekken 3? What the hell's that when it's at home? Do you mean Tekken 3, I think you do and I'd get that keyboard of yours fixed if I were you. Anyway, the Spice Girls are a joke, we all know that and we thought you'd like to laugh along with us. Sorry if you didn't approve, but then I suppose you didn't even bother reading the article anyway, did you? Rascal, by the way, is out next month so check out our new look mag for a full review. Tekken 3 is out around September time and it'll probably go for around £44.99, if you're lucky.



Dear PlayStation Pro,

I want to ask you a few questions...

- 1) If the PlayStation 2 comes out, how much will it be and when will it be out?
- 2) When will The Further Adventures Of Lara Croft be out?
- 3) Can you print a walkthrough for Resident Evil: Director's Cut?
- 4) Tell my friend that Saturns are crap.

Scott Mason, South Shields

PRO: I want to give you a few answers...

- 1) God knows. Not for a while.
- 2) Christmas '98
- 3) No.
- 4) Attention all of Scott Mason's friends! The Sega Saturn is crap. Do you hear me? They're absolute shite! There you go Scott.

Dear PlayStation Pro,

Please print this letter as this is my third attempt to get it published! I've been trying to get hold of some cheats for FIFA 98. I've looked

everywhere, bought numerous magazines and even got my friend to look on the internet. Eventually, I got three, but only one of them worked! So please, please, please could you give me a few to get started? Oh, by the way, your mag is wicked and great value for money. So keep up the good work!

John Stuttard, Kent

PRO: There's only one cheat for FIFA '98 according to our resident tips chimp and it's for "Perfect players". Here goes... Go to Player Edit and go to someone on another team. Now take all their skills down to 35 and when you are on the + side (which is green), go to your team and make them all perfect, thus giving you a team of "Perfect players". Not technically a 'cheat,' but have fun with it anyway.

Dear PlayStation Pro,

Let me start off by saying that I think your mag is pure skill. I've got every issue now for the past eight months, but can you please, please, please answer these questions for me...

- 1) When is Premier Manager '98 coming out?
 - 2) Is it any good?
 - 3) Can you link up Premier Manager '98 with Actua Soccer 2 and play the team you managed to glory?
 - 4) If you can link up Premier Manager '98 with Actua Soccer 2, is it worth doing?
 - 5) In Premier Manager '98, what leagues do you have?
 - 6) Should I buy a mouse for use with Premier Manager '98?
 - 7) Is Men In Black any good?
 - 8) Will there be any footy games with the Premier and Nationwide leagues in?
 - 9) Is Resident Evil 2 as good as the original?
 - 10) Is Spice World as crap as it looks?
- Keep up the good work!

Tim Smith, Worthing

PRO: I get the feeling that you're looking forward to Premier Manager's release, are you not? Well no doubt you've just skipped past the preview on this very game over on page 72 which answers most of your questions. But, in brief...

- 1) April
- 2) Oh yes.
- 3) Not that we know of.
- 4) See above.
- 5) Premier, First, Second and Third divisions.
- 6) If you fancy it. It's your money.
- 7) From what we've seen, yes.
- 8) Premier Manager '98.
- 9) Better. See the huge review on page 20.
- 10) Oh yes. Yes indeedly.

I hope that eased your troubles, but if not, check out next month's new look mag where we will be reviewing Premier Manager '98, along with taking a close-up peek at every other soccer-related title coming your way before Christmas.

Dear PlayStation Pro,

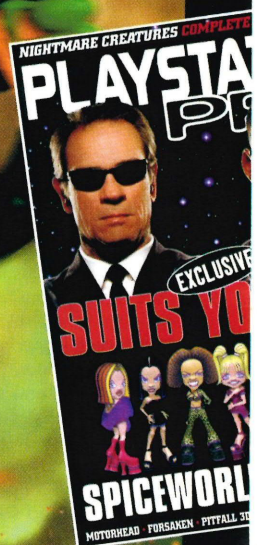
Are you ready a for sad story? Well, I got Final Fantasy VII – the best game of all time – and three weeks later, just as I was on the best bit, my memory card packed up! So, I bought an official memory card and now everything's fine. The moral of the tale? Don't buy cheap memory cards. Like the "V Teck" ones.

Martin Putney, Luton

PRO: Thanks Martin. Next week on Watchdog...

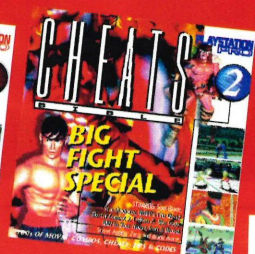
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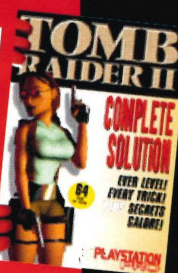
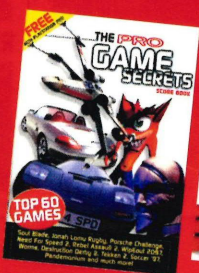
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PS2 DIRECTORY

Updated each month this section now includes our recommendations as well as the most comprehensive list of releases for your PlayStation. All Platinum releases are also highlighted and updated as and when they're released. So if you can't make your buying decisions from this list of games and scores then you're beyond help.

RACING

Put your foot down and avoid those corners! Yes, it's that popular genre that seems to double in size as each month goes by. Full on driving action ahoy!

ANDRETTI RACING

7.5

Mario gets in on the PlayStation scene, but not in the form of the fat Italian bloke. This isn't a classic but it's worth a look

BURNING ROAD

8

A fast paced racer which never performed as well as it should. Check out its improved sequel below, Explosive Racing

CYBER SPEED

5

A dreadful racer where your craft is attached to a wire and you spend hours throwing the joypad around in disgust. Avoid!

DESTRUCTION DERBY

PLATINUM 7

When the PlayStation was launched this ruled the roost. Today it looks dated and shoddy, but it's worth £20

DESTRUCTION DERBY 2

PLATINUM 8

This is what the original should have been - A much improved drive with fancier graphics and gameplay to boot. Buy it!

EXPLOSIVE RACING

8

Burning Road was cool enough, but this sequel manages to address the original's minor problems and plays better too

FELONY II-79

7.5

Smash everything, drive through shopping malls and cause utter mayhem. Let down by a lack of tracks

FORMULA ONE

8.5



Grand Prix racing as it should be, tons of action and speed a plenty. But it's now time to check out F1 '97

FORMULA ONE '97

9



If F1 is comparable to the Arrows team, then this year's release is a Williams. Truly awesome stuff once again

FORMULA KARTS

8



Slightly above average racer which differs to any other racing game. The speed and handling are as they should be

HARDCORE 4X4

7



Ever wondered why people drive their trucks around in the dirt? Neither have we, but this title offers just that

HI-OCTANE

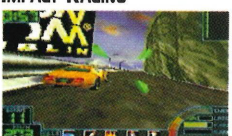
7



This could have been so good, but at the end of the day it was let down with poor graphics and even worse gameplay

IMPACT RACING

8



More thrills and spills in yet another fast paced racer. But even speed addicts will notice the flaws. Worth a look

INDY 500

7



A distinctly average racer which features a few nice touches but it's got a lot of top competition to live up to

JET RIDER

5



Awful jet ski racer that promised to be Sony's answer to Wave Race64. Of course, it wasn't and we hate it

KART DUEL

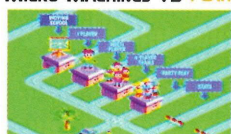
6



A fine attempt which looked the part but lacked the all important gameplay factor needed in driving games

MICRO MACHINES v3

9



Midget motor racer that everybody must own. The four player mode will have you glued to the TV for days on end

MONSTER TRUCKS

8.5



Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too!

MOTO RACER

7



Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too sane to be essential

MOTOR MASH

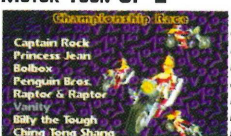
7.5



Playable and enjoyable Micro Machines clone. It doesn't quite have what it takes to topple the classic MM however

MOTOR TOON GP 2

7



A colourful, quirky and fun Mario Kart style racer that got us all excited upon its arrival. By no means a serious game

NASCAR RACING '96

7



An average racer which looks and plays much the same as Andretti Racing. Rent it for the night and then decide

NASCAR '98

7.5



It's another stunning case of so near yet so far for a NASCAR game. It looks top but has a few niggling faults

NEED FOR SPEED PLATINUM

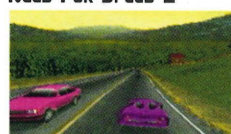
8.5



One of the essential racing games for any discerning player, although somewhat dated against today's offerings

NEED FOR SPEED 2

8



The slightly less than impressive sequel to Need for Speed. More options, but at the expense of the gameplay it seems

OFF WORLD INTERCEPTOR

5.5



Buy this and we'll hunt you down and beat you to a bloody pulp. This is awful and must be avoided at all costs!

PEAK PERFORMANCE

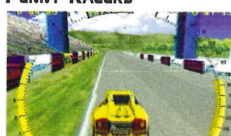
7



Another average racing game which looks decent enough but fails to impress in the grand scheme of things

PENNY RACERS

3.5



Quite possibly the worst racing game to date and one that manages to make Off World Interceptor look good. Avoid!

PORSCHE CHALLENGE

PLATINUM 8.5



The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment

POWER BOAT RACING

7



A bit of something different although the racing elements are as you'd expect... Worth a look

RAGE RACER

9



The third Ridge Racer game is an in-depth affair that pisses all over every driving game you care to mention

RALLY CROSS



8.5
A bouncy rally game from Sony that went head to head with the excellent VRally. It's a good laugh, but VRally offers more

RAPID RACER



8
A powerboat racer which differs from all the other racers because now you're on water. Good fun for a short time

RAY TRACERS



7
Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like. Just rent it!

RIDGE RACER PLATINUM



8
The original PSX racer still takes some beating and for £20, you ain't gonna get a better driving title on your grey box

RIDGE RACER REVOLUTION



8.5
The sequel to Ridge Racer packs a mean punch, but failed to be a classic due to the limited course on offer

ROAD RAGE



4.5
A poor mans WipEout in every sense. Why buy this when there are many bigger and better titles currently out there?

ROAD RASH



7
Average motor biking game from yesteryear that gives you the chance to knock your opponents off the road

SPEEDSTER



8
A racing game with a weird overhead view point. Original maybe, but it's still a required taste if driving's your game

STARWINDER



7.5
A 3D racer that fixes you to a space rail and throws you all over the place. It looks like WipEout, but lacks it's edge

STREET RACER



8
Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated

SUPERSONIC RACERS



6
Wacky races style romp which owed plenty to MM V3. Watch out for the sequel, Circuit Breakers, that's coming soon

TEST DRIVE OFF ROAD



6.5
Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed - just like posh people!

TEST DRIVE 4



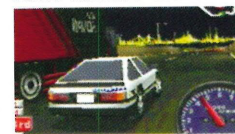
7
Hindered only by a lack of a two player option which is what these games are all about at the end of the day. Shame

TOCA TOURING CAR



9
A fantastic Touring Car racer which is up there with the V-Rally's and Total Drivin's of this world. An absolute corker

TOKYO HIGHWAY BATTLE



7
A Rage Racer style game where you must build your car to improve your overall racing performance. Enjoyable

TOTAL DRIVIN



9
Possibly the ultimate racing game including everything from rally cars to sand buggies. Highly recommended

V RALLY



9
Truly amazing rally sim. Over 40 tracks to race on and loads of cars and options. You simply must buy this game!

WIP EOUT PLATINUM



7
Amazing gameplay and a top soundtrack made this a winner in the PlayStation's infancy. Now quite sluggish

WIP EOUT 2097 PLATINUM



9
Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Buy this game today!

PUZZLE

Quirky brain teasers or bizarre Japanese head-scratching affairs - the puzzling choice on the PSX may be limited, but there's something here for everyone

3D LEMMINGS



8.5
An updated and special 3D addition to the on going Lemmings family. Save the suicidal green haired tops

BLAST CHAMBER



7
Dancing On The Ceiling is taken quite literally in this frantic explosive puzzling sport from the future. Confused?

BUST A MOVE 2 PLATINUM



6.5
Crazy puzzler which lacks the longevity of games such as Lemmings, but it's still a playable and fun two player game

GRID RUN



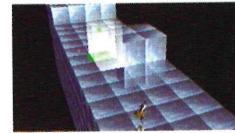
7.5
Fast paced chases around a floating grid. Good fun in small doses, but the longevity simply isn't there I'm afraid

HEBERKE POPOITTO



4.5
Wacky Japanese puzzle game which owes plenty to Tetris and even more to the game's developers LSD intake methinks

KURUSHI: INTELLIGENT CUBE



7.5
Bizarre puzzler in which you capture cubes as they roll towards you. Great fun but limited by a lack of variation

LOST VIKINGS 2



8.5
A tricky puzzler where you control a posse of comedy Norse men who are lost. It'll have you hooked in seconds too

ODD WORLD: ABE'S ODDYSSEY



9
The ultimate puzzle game. It's quirky, it's fun and more than a little perplexing. A truly original game

SUPER PUZZLE FIGHTER TURBO

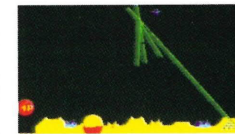


9
A bizarre Street Fighter/ Tetris combination which will zap your social life into extinction within minutes. A must buy!

COMPILATIONS

Here we have the ancient arcade beasts brought back from the brink of extinction. Old bags of cack or classic coin-guzzlers from yesteryear? Read on to find out...

ATARI ARCADE'S GREATEST HITS



6
A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins and creators

NAMCO MUSEUM VOL 1



8.5
Depending on your age, you'll either love or hate these arcade classics from the guys that gave you Tekken 2

NAMCO MUSEUM VOL 2



6.5
Unfortunately, there's very little to recommend in this second collection of old games with dodgy graphics

NAMCO MUSEUM VOL 3



5
The further into the catalogue you go the fewer classic games there are it seems. Why do they still churn these out?

NAMCO MUSEUM VOL 4



6
Another dire collection of arcade classics from the early 80's that don't play as good as you think they used to

WILLIAMS ARCADE GREATEST HITS



6
Yet another retro game compilation which surprisingly has the odd treat hidden away in its innards

RPG

Final Fantasy VII has put the life back into role-playing games. If you've finished that already and are hankering for more, then check out the games in this section

FINAL FANTASY VII



9.5
The biggest game ever! A three disk bonanza which is already wreaking havoc on the feeble minded

KING'S FIELD



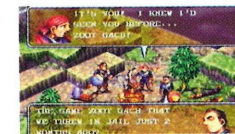
8
Standard and graphically basic role playing romp from Sony HQ. Despite it's looks though, the gameplay is impressive

SUIKODEN



6
The first true RPG to appear on the PlayStation is unfortunately a little drab for everyone's taste. Try it

VANDAL HEARTS



8
Magic, action, strategy and fighting. It's a corker that's for sure and until FF VII turns up, waste your time with this baby

PLATFORMS

The ancient art of leaping from ledge to ledge in videogames can be perfected by using any of the following games contained in this section

CASPER



7
The friendly ghost makes his video gaming debut in this dodgy platformer aimed at the younger games player

CASTLEVANIA



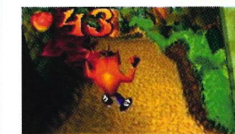
6
Probably the only game to have never changed since its initial release back in the Dark Ages. Not taxing and not clever

CHEESY



6
Semi 3D platform mayhem featuring a squeaky mouse. Crash is miles better though, believe me

CRASH BANDICOOT PLATINUM



8.5
A classic platformer soon to be revamped in a stunning sequel. Until then, enjoy this laugh a minute adventure

CRASH BANDICOOT 2



9
A massive improvement on the original and offers more variation than its predecessor. Yet another winner for Sony

CROC



8
A rival to Mario 64 only for the PlayStation. It's cute, cuddly and is in a league of its own. Maybe Jersey Devil will compete

EARTHWORM JIM 2**6.5**

An unimpressive update of a SNES platform hero. But Jim's 2D PSX outing shows its age and should have been better

GEX**8**

One of the best early platform games available. Bags of fun all round with a wise cracking comedy American lizard

HERCULES**8**

Yet another Disney release which combines gameplay with their well known cartoon style. It's a little too simple though

JERSEY DEVIL**8**

A slightly twisted take on the Croc theme. Sticky to get to grips with initially, but rewarding if you persevere for a little while

JOHNNY BAZOOKATONE**5**

Johnny searches for his band mates in this dreary 3D platformer. Another one for the younger gamer out there

JUMPING FLASH**7.5**

An average 3D platformer which was easily completed, yet loved by all. Well worth a look though and quite fun

JUMPING FLASH 2**8**

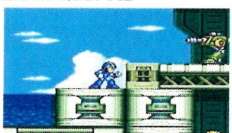
An improvement on its predecessor with more depth and originality. But again, this is easy to complete

LOMAX IN LEMMINGLAND**7**

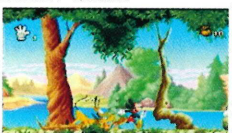
A strange platformer featuring the loveable Lemmings. All in glorious 2D too. What a rare treat, eh?

LOST WORLD**7**

Jurassic Park 2 hits the PSX and gives you five varying characters to play with, including a massive T Rex

MEGA MAN X3**5**

Uninteresting platformer from the age-old Japanese super hero. This would have looked out of date on the SNES. Avoid!

MICKEY MANIA**7.5**

The world's most famous mouse is uninspiring in this standard platformer, but offers good old school fun

PANDEMONIUM!**9**

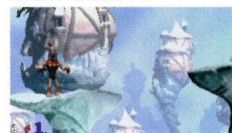
A 2D platformer made to look all 3D due to the PlayStation's graphic capabilities. Well worth a purchase

PANDEMONIUM 2**8**

Tests your eyes like no other game. Colour blind players may have trouble with the over the top colour schemes

RAYMAN PLATINUM**9**

The first classic platformer to hit the PSX and now available for £20 thanks to the handy wallet-friendly Platinum Range

SKULL MONKEYS**7.5**

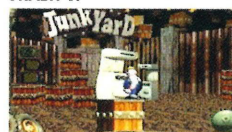
Awesome graphics but lacking in lasting appeal. It's good to see someone thinking about what they're doing

SPIDER**6**

Arachnid platformer which could have and should have been so much better. Rent it before spending cash though

SPOT GOES TO HOLLYWOOD**8**

Spot returns with a fine 3D platformer based on various classic movies from yesteryear. Try before you buy

TRASH IT**6**

Control a fat bloke with a big hammer and basically smash every thing in sight. Original, but quite boring and bland

BEAT 'EM UPS

If you want to get in training for Saturday night's trip down the pub then fighting games are for you. Here's the definitive list for your PlayStation

BATMAN FOREVER**4**

Knuckle dusters abound in this absolutely dreadful Dark Knight scrapper. Looks and plays really really badly. Avoid!

BATTLE ARENA TOSHINDEN PLATINUM 8

One of the first scrap fests to arrive on the PSX. Oddly enough it still manages to excite after all this time

BATTLE ARENA TOSHINDEN 2**7**

Slightly less impressive than the original but still hits you where it hurts thanks to big swords and lots of top moves

BATTLE ARENA TOSHINDEN 3**7**

The third member of the Toshinden family gives you everything the other two games did and lots more

BLOODY ROAR**8**

A surprise hit around the office due to the morphing characters who change from human to animal form throughout

BUSHIDO BLADE**8.5**

A slash 'em up if the truth be known. The fights are short lived due to being cut short (quite literally) with one blow

CRITICOM**7**

An average scrapping fest which fails to impress for any length of time. Another one for the rental option methinks

THE CROW: CITY OF ANGELS**4.5**

Truly one of the worst beat 'em-ups to ever appear on any format ever. In every way a dodgy movie licence

DARKSTALKERS**8**

Capcom use their SF2 engine to bring these Hollywood style horror icons to life in this enjoyable 2D fighting beast

DYNASTY WARRIORS**7.5**

Costume drama beat'em-up that has a little more plot than your average fighter. Not the best of its genre, nor the worst.

FANTASTIC FOUR**5**

Streets Of Rage style action with Marvel Comics' famous family of mutants. The thing is, the gameplay is really terrible

FIGHTING FORCE**9**

Better than most arcade beat 'em-ups. Varied panga situations and more than a few shocks hold your interest

HEAVEN'S GATE**5**

A weird and frantic 3D beat 'em-up from Japan which was truly disappointing in almost every department

IRON & BLOOD**8**

A medieval style beat 'em-up giving you Orcs, Knights and freaky little wizards to slap around a standard arena

IRON MAN**3**

Way down near the bottom of the pile, this comic book fighter should be avoided by anyone with any sense, or cash

KILLER INSTINCT: ARENA FIGHTERS**6.5**

Kick boxing from your armchair sounds like fun, but this brave attempt was a disappointment for all who played it

MARVEL SUPER HEROES**8**

Yet another standard beat'em-up only this time having a link with superheroes such as Spiderman

MORTAL KOMBAT 3**8.5**

The 2D bloodfest which was hyped to the max when it got released over here. Not as cool as you may think

MORTAL KOMBAT MYTHOLOGIES**3**

This is a bland and poorly thought out fighting adventure. Certainly worth avoiding like crazy

MORTAL KOMBAT TRILOGY**6.5**

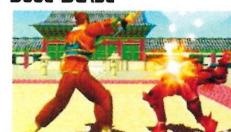
Imagine all three of the Mortal Kombat series on one CD! Well it's now a reality, but offers nothing new

PSYCHIC FORCE**7**

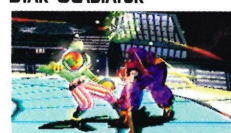
Fair play, this offers something a little different from the norm for beat'em-up fans, but it's by no means great

RISE 2: RESURRECTION**7.5**

An improvement on the original but still lacks that killer punch needed to take it storming into everyone's game collection

SOUL BLADE**9**

This remains one of the finest moments for beat'em-up fans worldwide. Buy this or Tekken 2 and you're laughing

STAR GLADIATOR**9**

Instantly playable scrap fest with lasting appeal and tongue-in-cheek Star Wars inspiration. Well worth a look

STREET FIGHTER ALPHA 2**8**

The all time classic beat'em-up makes a welcome second appearance on the PlayStation. A classic

STREET FIGHTER EX PLUS ALPHA**9**

At last! The perfect fighting formula gets the 3D makeover it so richly deserves. Street Fighter fans will love it.

STREET FIGHTER: THE MOVIE**3**

The game of the movie of the game. As dire as the movie itself and should be left alone no matter what the price

TEKKEN PLATINUM**9**

Kicked its way into the homes of many a true beat'em-up nut and is now available for a mere £20. And it still rocks!

TEKKEN 2**9.5**

The far superior sequel remains an essential buy for anyone who loves 3D arcade fighting. You simply must own this

TOBAL No.1

8.5



3D beat 'em up with more depth and variation than any other on offer, but lacks the killer instinct to make it a must buy

WARGODS

6.5



An American arcade fighter that looks much better than it plays. Drab, uninteresting and ultimately forgettable

ZERO DIVIDE

8



Yet another futuristic beat 'em up. But this one features polygon robotic thugs instead of butch blokes

FLIGHT SIMS

Often the butt of many a cruel gag, flight sim enthusiasts are seen as geeky nobs by their few friends. The question is, are you a geeky nob?

ACE COMBAT 2

8



Addictive and uncomplicated Top Gun shoot 'em up from arcade masters Namco. And don't worry, it's not a flight sim.

AGILE WARRIOR

8



An action packed flight simulator which has you blowing things out of the sky left, right and centre. Good fun

AIR COMBAT PLATINUM

7.5



So-so flight sim from the PlayStation's early days. Now available for £20 via Sony's popular Platinum Range

BLACK DAWN

8.5



A frantic helicopter flight simulator that's also the sequel to the brilliant Agile Warrior. This offers more, obviously

FIRESTORM: THUNDERHAWK 2

8.5



Blow the opposition away with your savage chopper in this revamped version of an old classic. Worth a blast

GUNSHIP

8



A more technical helicopter flight sim which although being less trigger happy, still does the business

RAGING SKIES

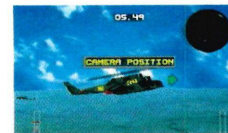
6



The skies aren't so much raging, more mildly littered with the odd enemy. In every way average, so try before you buy

STRIKEPOINT

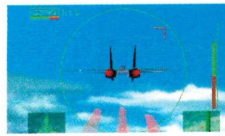
7



A fairly bog standard flight sim which offers nothing new but is quite good fun for novices and experts alike

TOP GUN: FIRE AT WILL

6



No surprises as to what this pretty fine game is all about, but at the end of the day there are much better games available

WARHAWK

6



An early helicopter simulator which looks basic but manages to enthrall with its 'must finish' missions

WING COMMANDER 3

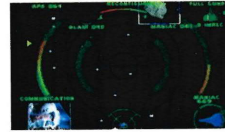
7



Mark Hamill stars in the third of the ongoing space dog-fighting series. FMV in abundance, little gameplay

WING COMMANDER 4

7



More of the same if the truth be told, with Mr Hamill showing his face again in even more FMV based tales

WING OVER

8



Strange flight sim. Crammed with aerobic action and more than a little variation in aircraft. Offers more than most

ADVENTURE

Legend has it that adventure games have been going longer than any other genre in the world of videogames. Choose carefully traveller from our list below

ALONE IN THE DARK

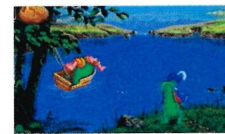
8



Haunted house adventures which looks quite odd, but still manages to do the business on the old adventure front

BLAZING DRAGONS

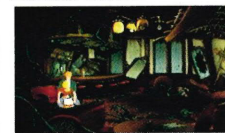
6



Monty Python humour abound in this average adventure that's technically aimed at the younger gaming audience

BROKEN SWORD

8



The best point and click adventure on the PlayStation so far. A sequel is already here, but buy this anyway!

BROKEN SWORD 2

8.5



Equally as impressive as its predecessor containing more puzzles and more than a hint of some fine humour

CHRONICLES OF THE SWORD

3.5



A hot contender for the worst PlayStation game ever, this King Arthur-esque adventure is simply dreadful

CITY OF THE LOST CHILDREN

8.5



An epic adventure based on the average French arthouse movie of the same name. Well worth a look

CYBERIA

8



A PC conversion which looks a dream but has limited appeal to those after some good solid adventuring fun. Novice friendly

D

6



An interactive movie adventure which lacks longevity, gameplay, excitement and playability. In a word, AVOID!

DEATHTRAP DUNGEON

8.5



Ian Livingstone's fantasy world is brought into PlayStation heaven by Eidos. Only the strongest need apply

DISC WORLD

7



Terry Pratchett's finest moment transformed itself very well onto the PSX and this is simply amazing. A must buy!

DISC WORLD 2

8



Ultra barney sequel to the ultra barney Discworld. It's undoubtedly one for fans of Terry Pratchett's wacky books

EXCALIBUR 2255AD

8.5



A 3D adventure which has the right mix of action and puzzles, but looks and plays too much like Tomb Raider

HERC'S ADVENTURES

6



A decidedly average game which is over all too soon. Fun for a little while but that's about it. Just misses the mark

LEGACY OF KAIN

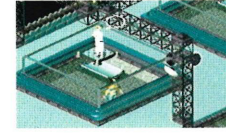
9



Vampire strangeness in this huge and impressive blood sucking adventure. Well worth the money though

LITTLE BIG ADVENTURE

7



This quirky adventure game was lovingly converted from its PC origins and manages to entertain for a short while

MYST

5



Average static screen jobbie from years ago. It won't amaze by any means, but it still has strong puzzling elements

NIGHTMARE CREATURES

9



This received some harsh treatment from other mags, but it's definitely one for the gore and action fans out there

OVERBLOOD

8



A futuristic adventure game which is over way too soon for the experts and sadly too boring for the novices

PERFECT WEAPON

8



A strange adventure game which has you punching your way to victory over a series of lush and lovely environments

PSYCHIC DETECTIVE

6



An FMV adventure game which may be too strange for some and simply too bonkers for the majority

RESIDENT EVIL

9



The ultimate gore fest for any fan of zombie movies. Puzzles, shotguns, big snakes and blood thirsty freaks aho!

RESIDENT EVIL: DIRECTORS CUT

9



A two disk spectacle which brings you three variations on the original game and a 20 minute demo of the sequel

SENTIENT

8



An adventure game which struggles for identity among the other more stronger titles currently available

SWAGMAN

8



A spooky cartoon adventure which owes much to classic Zombies like My Neighbours on the SNES

TIME COMMANDO

7



You travel through time in this 3D adventure although the effort really isn't worth bother

TOMB RAIDER

9



The game which launched a thousand magazine covers. Still does well thanks to the recent sequel

TOMB RAIDER 2

9.5



What more can be said about Lara Croft and her raiding of tombs? Nothing. This is what you expected and a whole lot more

SHOOT 'EM UPS

3D arcade blasters are a popular breed with PlayStation owners worldwide, and as you can see from the list below, there are plenty on offer to choose from

ALIEN TRILOGY PLATINUM

9



You are officer Ripley taking on wave upon wave of slimy space critters in this top PSX version of the three classic movies

AREA 51

2



This game doesn't exist. Oh no. Unfortunately, we're joking and it does actually exist. And it's a pile of shit

ASSAULT RIGS

6



Amazing gameplay and a top soundtrack made this tank battler a winner in the PSX's early days. Try before you buy

AUTO DESTRUCT

7.5



A mixed bag this one. The fine line between a tough challenge and impossibility has been breached

BATTLE STATIONS

2



This is basically Battleships for losers who can't be bothered getting the board game out of the loft. Please avoid!

BLAM! MACHINEHEAD

7



3D shoot 'em-up with some nice graphical effects, but let down by over complex missions and bad handling

BRAHMA FORCE

8



The third Kileak release is surprisingly absorbing stuff. Much more enjoyable than the previous two put together

COLONY WARS

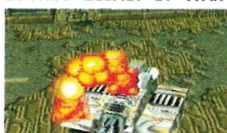
8.5



A futuristic blaster which sees you following many different paths as you battle your way across the cosmos

CONTRA: LEGACY OF WAR

6



A 96 remik for the bland horizontal scrolling shoot 'em-up from yesteryear. Nothing special going on here

CRITICAL DEPTH

5



After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap

CRUSADER: NO REMORSE

7.5



Take control of a robotic assassin in this isometric viewed PC conversion. Bullets and blood aplenty

CRYPT KILLER

5



Truly awful conversion of the arcade game where you shoot badly drawn zombies and comedy mummies

DARK FORCES

8.5



Star Wars meets Doom in this classic blaster. If you want to kill Stormtroopers, then this is the game for you

DESCENT

8



Shoot 'em-up in the Doom style only you're flying around in a spaceship head first down a massive mine shaft

DESCENT 2

6



Less than impressive sequel that offers more of the same. The thing is, we've seen it all before

DISRUPTOR

8



A pretty marvelous and varied Doom clone giving you huge weapons and a fair bit of FMV mission briefing

DOOM

9



The game that spawned a thousand imitators. A classic in every sense of the word. Buy this game today!

DUKE NUKEM 3D

8



Sure it's been released ages ago on other formats but if truth be told this is still pretty damn marvellous

EPIDEMIC

7



The sequel to Kileak doesn't offer anything new, but gives you more enjoyable corridor roaming fun

EXHUMED

7.5



Slightly flawed but not too bad Doom clone set in ancient Egypt. Could have been a contender to Doom's crown

FADE TO BLACK PLATINUM

8.5



A 3D shoot 'em-up which impresses many with the lavish graphics and exotic locations and cut sequences

FINAL DOOM

8.5



The rather splendid sequel to the monster hit giving you more of the same, with added bonus bits of blood

FIRO & KLAWD

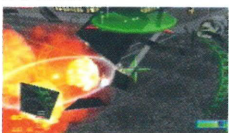
6



Rather bland cartoony shoot 'em-up affair where you control a comedy cartoon cat and ape duo. Honest!

G-POLICE

8.5



Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys has never been so much fun

GALAXIAN 3

6.5



Dull shoot 'em-up similar to Starblade Alpha, but not as impressive. The arcade version rocks, but this sucks

HARD BOILED

5



Based on the cult comicbooks of Frank Miller, this has you driving a big tooled-up Chevy in futuristic settings

HEXEN

4



Eagerly awaited drivel which at the end of the day that should have been brilliant. As it stands... just avoid it

INDEPENDENCE DAY

3.5



Maybe the worst movie license ever, even if we take the awful SF: The Movie into consideration. Absolute cack

IN THE HUNT

5.5



Underwater shoot 'em-up where you piss around in badly drawn sprite-based subs. Another one to avoid

JUDGE DREDD

8



Stunning shoot 'em-up from Gremlin. The bullets will be flying and the adrenalin pumping almost immediately

KILEAK THE BLOOD

8



By today's standards this wouldn't fare too well, but it ruled the roost in its hey day. See Epidemic, its sequel

KRAZY IVAN

8.5



Slightly flawed 3D shooter giving you full control over huge Russian Mech robots. Worth a look if you fancy it

LETHAL ENFORCERS

3.5



If filth could be transformed into a game then this is as downright stinky as you could go. A contender for worst game ever

LIFEFORCE: TENKA

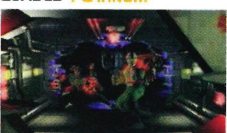
8



Gloomy surrounds, stunning graphics and wicked gameplay make this one a winner. Buy it!

LOADED PLATINUM

8.5



An isometric viewed shooting gore fest which isn't all that bad. And at £20 a throw you're laughing! Buy it!

LONE SOLDIER

3



A dire 3D shoot 'em-up where you're in control of a butch soldier hellbent on saving the globe from aliens. AVOID!

MACHINE HUNTER

7.5



The 3D levels can be tiring in this huge game that oozes Loaded influences. The game, not the magazine

MAXIMUM FORCE

5



Yet another light gun farce which attempts to cash in on the success of Time Crisis. Do not consider buying this disgrace

MDK

8.5



Snappy name, awesome game. Drops you in the centre of a violent world where only the strongest will survive the day

MECHWARRIOR 2

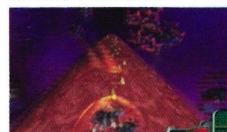
8.5



Robots blow each other away big time in this fine shoot 'em-up brilliantly converted from the PC for us PSX nuts

NANOTEK WARRIOR

8



A psychedelic shoot 'em-up in the same vein as the old arcade classic, Tempest. Except loads more fun and mayhem

NOVASTORM

4



An early release on the PlayStation that could have been so much more. As it stands, it's fairly dull as things go

NUCLEAR STRIKE

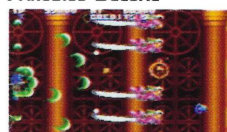
8



The eagerly awaited sequel to Soviet Strike which doesn't disappoint. More thrills and spills than previously

PARODIUS DELUXE

6.5



A conversion of the original classic Parodius game which will surprise no one but amuse many

PHILOSOMA

6.5



A shoot 'em-up incorporating many different viewpoints but with very little excitement. Look elsewhere before buying

PO'ED

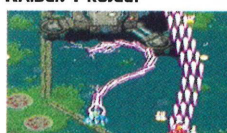
7



Smack walking backsides and the like with frying pans and big sticks in this strange slant on the Doom clones

RAIDEN PROJECT

8



One of the great shoot 'em-ups to ever appear anywhere ever. If arcade style blasters are your bag, buy this today

RAPID RELOAD

5



Shoot 'em-up in the same vein as Mega Man, only better. Another early release that should have been better

RAYSTORM

6.5



A fine but standard shoot 'em-up. Not sure it warrants the £40 price tag though. Try it, you might like it

RELOADED

8.5



The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable though

REVOLUTION X



Oh my God! How bad is this? A crap arcade affair starring - wait for it - bloody Aerosmith! Avoid! Avoid!

ROBOTRON X



A revamped 3D version of the old arcade game gives you plenty of hours of frantic thumb blistering fun guaranteed!

SHELLSHOCK



3D tank shoot 'em-up where combat strategy is required for you to progress with your team of tool-ed-up home boys

SHADOW MASTER



Psygnosis continue their fantastic line up of stunning games both visually and in terms of gameplay

SHOCKWAVE



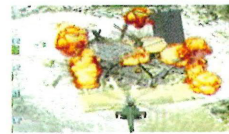
Kill the alien invaders before they take over the world in this shoot 'em-up that first appeared on the 3DO

SLAMSCAPE



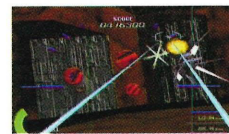
Truly dreadful in every sense. Futuristic shooters are ten a penny, but this is the worst game ever invented. Avoid!

SOVIET STRIKE PLATINUM



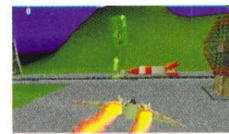
This is your chance to mow down Russians in this mega tough, but hellishly addictive helicopter romp

STARBLADE ALPHA



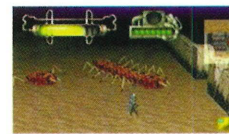
A substandard arcade conversion that should never have been released. Boring, boring, boring. Avoid!

STARFIGHTER 3000



Another dull 3D shoot 'em-up which gives the genre nothing new, nothing interesting and nothing in the way of originality

STEEL HARBINGER



Never lived up to its promise. Yet another dull futuristic blaster starring some psycho yank cyber babe with big hair

STEEL REIGN



Disappointing tank blaster which can't hold its own against the dated but still top notch Shellshock. Shame really

TEMPEST X3



Three games in one still doesn't edge this the edge it needed. You get the original and two new 3D versions

TIGERSHARK



Truly awful nautical affair in which you hammer around blasting all and sundry. The only problem is it's terribly dull

TIME CRISIS



Undoubtedly the finest light gun game around at the moment. There's more than a little frantic shooting to be done

TOTAL ECLIPSE



If the word naff was a game, then this would be it. It looks bad, plays even worse and will ultimately be forgotten by all

TUNNEL B I



Visually stunning Channel Tunnel simulator that moves hyper fast but is generally too complex to love

TWISTED METAL



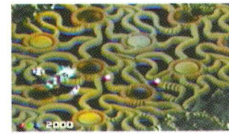
The original PSX road rage game was a tad disappointing for many, but certain gamers love it to bits. Try it first

TWISTED METAL 2



The much improved sequel to the carnage craving original that offers plenty of mayhem across the globe

VIEWPOINT



Colourful and visually attractive shoot 'em-up. Tricky to play however, but has that old school arcade feel to it

X2



Ultra difficult shoot 'em-up with more mayhem and weapons than most and a storming techno soundtrack too

XEVIOUS 3D/G+



A pointless shoot 'em-up which is absolute dross and carries the worst name in video gaming history

STRATEGY

Not so much 'put on and have a quick go', more like 'play the damn thing for weeks on end whilst destroying your social life' kinda games. Top fun though

AIV EVOLUTION GLOBAL



Sim City-esque train network builder which may be boring as hell for most, but PC owners will cream over it

ALLIED GENERAL



A bit like a game of computer Risk at the end of the day. Sorted if you like that kind of thing. We didn't

BEDLAM



Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too

CARNAGE HEART



Bizarre robot fighting goes on for a change. Robot fans should love every second of a good title

COMMAND & CONQUER



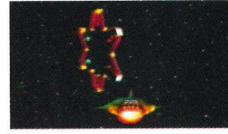
The classic war strategy game. Still causing players major headaches and still worth every second of your time

C&C: RED ALERT



The second installment of C&C is a huge improvement with more action and strategy than ever before

DARKLIGHT CONFLICT



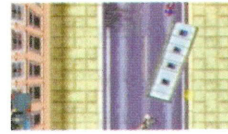
Strategy as well as a busy trigger finger will get you through this. Stir in some patience to boot and you'll be away

DEFCON 5



3D affair which lacks any kind of lasting appeal for new or experienced gamers alike. Be very careful indeed

GRAND THEFT AUTO



Controversial game which endorses bad behaviour in cars. Hurrah for all concerned. Over 18s only though

MAGIC CARPET



Mystical carpet flying. A very strange strategy/action game. One of Bullfrog's fine early moments in gaming

MONOPOLY



It's everyone's favourite boardgame for passing the time away on long rainy days. Only it's on the PlayStation

PANZER GENERAL



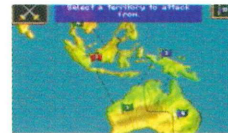
More computer Risk which involves plenty of strategic planning as you might expect from this kind of thing

RETURN FIRE



Strategy and action are the key points to this strange game. Try before you buy just in case you hate it

RISK



Another board game which you either love or hate. It involves killing numerous armies. Fun if you like that sort thing

SIM CITY 2000



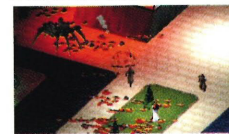
The ultimate in megalomania. Play is a little jerky however but if you can put up with that then you're laughing

SPACE HULK



Strategy fest. Takes time to suss but is worth the effort as the rewards are great in the end. Stick with it for a bit

SYNDICATE WARS



The latest strategy release everybody is craving for. Top graphics and wonderful gameplay. Just buy it

THEME PARK



Sim City-esque Alton Towers development kit. Watch out for people chucking up all over the show though

TRANSPORT TYCOON



The best ever train 'em-up to hit the Playstation. Build a successful infrastructure and win

WARCRAFT 2



A Command & Conquer style affair. A bloody fantastic strategy game that you'll simply adore after two mins!

WARHAMMER



Strategy in abundance in this one. Go to war with your hammer and leather those goblin scum to oblivion

WORMS PLATINUM



The slimy blighters star in the best multi-player game available on any format in our opinion. Get your mates in

X-COM: ENEMY UNKNOWN



The aliens have landed and need a damn good hiding in this strategy fest. Go get 'em tiger and send 'em home

X-COM: TERROR FROM THE DEEP



The sequel to Enemy Unknown which is, if anything an improvement. Best alien game to date

SPORTS

Almost every sport going has been converted to the PSX, offering plenty of awesome two player competitive fun. Darts has unfortunately been overlooked

2XTREME



Terrible, just terrible. Please don't ask me to come up with any other words or I'll be forced to say the word 'shite' to you

ACTUA GOLF



The original golf game had a few minor faults but still did the business for the sport on the PlayStation initial

8

ACTUA GOLF 2



With the faults ironed out, the sequel is the best golf game available bar none. We challenge you to beat it!

8.5

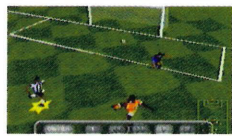
ACTUA ICE HOCKEY



Another Actua release which keeps the standards at a usual high. Not the best, but well worth a butcher's

8

ACTUA SOCCER PLATINUM



The first classic footy game for the PlayStation has dated a little since its arrival. Still worth a peek though

8

ACTUA SOCCER 2



If you love your football, then you'll love this. If you despise football, you'll love this. It's that bloody fantastic

9

ACTUA SOCCER: CLUB EDITION



Not so much a sequel as the same game with league teams included. What more do you need Wolves fans?

6

ADIDAS POWER SOCCER



Predator shots ahoj in this bizarre footy fest with a high profile sporty gear licence. Sporty Spice here we come

7

ADIDAS POWER SOCCER '97



More of the same at the end of the day. Same boots, same game, same lack of Sporty Spice. Tsk!

7.5

ALL STAR SOCCER



Surprisingly enjoyable footy game which doesn't take itself too seriously. Hated by some though.

8.5

BREAK POINT



Unimpressive tennis game. Sort of like watching a game on Wimbledon's Court 123 or something

7

COOL BORDERS



Ultra playable and ultra short snowboarding game. It's trendy to get rad but the game never really got there

7

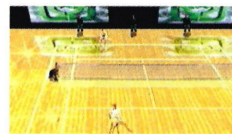
COOLBORDERS 2



Improvement on the original offering more tracks, stunts and masses of adrenalin fueled gameplay on a plank

8.5

DAVIS CUP TENNIS



Average attempt at the ultimate tennis experience. One day the definitive tennis game will arrive here

8

ESPN EXTREME SPORTS



BMX racing amongst others in a truly poor sports game. Extreme Crap would be nearer the mark we think

7.5

FIFA '96 PLATINUM



A tiresome, sluggish football game with limited appeal. Even the name is out of date now. Good planning

7.5

FIFA '97



Definitely the best of the FIFA bunch to date. Good everything included! Footy fans check it out today. Please

8.5

FIFA '98



Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world. Awesome

9

GOAL STORM



Renamed for its official release it's an acquired taste, especially if your taste is for below average footy games

7

ISS DELUXE



A pretty bland footy affair which could have been better. But wasn't. So avoid it at all costs

7.5

ISS PRO



Perhaps the most overated football game ever. Check out the N64 version for instance for how it should have been

7.5

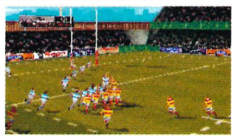
INT. TRACK & FIELD PLATINUM



This remains one of the most playable and addictive games available. Still an office favourite even now

9

JONAH LOMU RUGBY



One of the most impressive sports games ever. Playable, great looking and downright accurate. Get it now

9

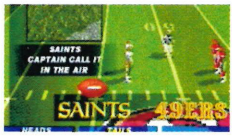
KICK OFF '97



Tries a little too hard to be something special but ends up being as dull as they come. Should be better

6

MADDEN NFL '97



Cracking NFL game that whips the American butts of any other attempt so far. Buy it right now or die

8

MADDEN NFL '98



As fantastic a game as there has been for this sport. Yet another update which goes from strength to strength

8.5

NAGANO WINTER OLYMPICS



As eagerly awaited as the Olympics themselves. At least the real Olympics really wasn't as dull as this waster

7.5

NAMCO EUROPEAN SOCCER



Unimpressive football sim and that's all you can say about it. Er, I've got some lines left...help me, please

7

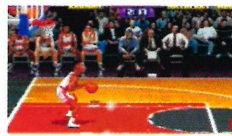
NAMCO SMASH COURT TENNIS



The ultimate in tennis games to date is right here. You like tennis? Then you'll probably like this. Probably

9

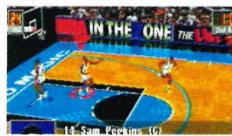
NBA HANGTIME



Fine enough basketball game which is buried underneath a stack of better releases. Take a look below for the proof

7.5

NBA IN THE ZONE



Good old basketball games, they're the best. Go to end, shoot, score repeat as necessary until completion

8

NBA IN THE ZONE 2



Yet another basketball sequel which is practically identical to the original and every other game of BB

8.5

NBA JAM EXTREME



A rather playable if uninspiring basketball sim. At least tries to be different and exciting. Almost makes it

8.5

NBA JAM TE



More of the same with slight improvements. See above for basically the same blurb. It's basketball after all isn't it

8.5

NBA LIVE '96



It's difficult to distinguish one basketball game from another as we keep trying to tell you. Do you ever listen?

8

NBA LIVE '97



Slight improvement on its predecessor. Pretty wicked in an American sport type way. Where are the girls again?

8.5

NFL GAMEDAY



American football game which actually rivals Madden. Doesn't beat it but rivals it which can't be bad eh?

9

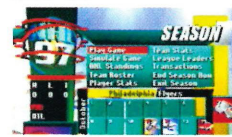
NFL QB CLUB '96



The American Football bandwagon continues to bring average games like this along with it. Good eh?

8

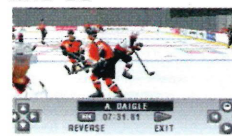
NHL '97



Another average ice hockey game. What is it about American sports that inspire such samey games all the time?

8

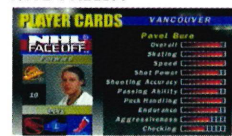
NHL '98



Yet another stunning release from EA Sport's stable. A contender for the best ice hockey game for your PlayStation

9

NHL FACEOFF



Fantastic ice hockey game that really stands out from the crowd. A great achievement in the end

9

NHL FACEOFF '97



The not so good sequel to the best ice hockey game available. Should have been much, much better than this

7

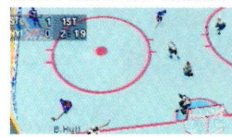
NHL FACEOFF '98



The third Faceoff release is a worthy sequel but to be honest, the original still has the best gameplay

7.5

NHL POWERPLAY HOCKEY



Fine ice hockey game that never quite makes it to great heights but has a damn good try before falling flat after a fine attempt

8

OLYMPIC GAMES



Take part in your very own Olympics in this rather splendid release. Not Sydney but you can't have everything

7

OLYMPIC SOCCER



In short this has got just about the lot except for real player names. Top footy fest though. Don't knock it

9

ONSDIE SOCCER



Yet another reasonable football game that gives it a go but loses in the last minute to a dodgy ref decision!

8

OPEN ICE



Yet another take on ice hockey which tries to gain all of the excitement of the sport and add some fun. It fails slightly

7.5

PGA TOUR '96



Disappointing golf game which we'd expected a lot more of. Fun for a while but fades away quite quickly after that

8

Next Month...

A NEW DAWN...

Next issue not only kicks off our new image, but is host to some of the biggest games coming your way this year



TEKKEN 3

As Namco's eagerly-awaited beast nears release, we go behind the scenes to take a closer look

GRAN TURISMO

The biggest driving game of the year will be torn apart next month, giving you all the information you need... and more

RESIDENT EVIL 2

Tomb Raider Who? We give you the definitive players guide to the goriest gaming event of all time

WORLD CUP SPECIAL

Who will be on top of the PlayStation Premier League this year? Find out next month when we'll be testing all the new soccer titles heading your way

PLUS: RASCAL, KULA WORLD, EVERYBODY'S GOLF, PITFALL 3D: BEYOND THE JUNGLE, GEX 2: RETURN OF THE GECKO, MOTORHEAD, ONE, ALUNDRA AND MORE

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